



SEGA SATURN

MAGAZINE

ISSUE 3

JANUARY 96

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NON-CD EDITION



GUARDIAN HEROES

Six player beat 'em up mayhem!
Six page preview inside!



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SEGA RALLY

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Virtua Fighter 2

COMPLETE players guide!
EVERY move for every character!

TOH SHIN DEN

Can Playstation games be
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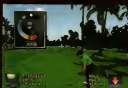


WORLD CUP
GOLF

US GOLD



AIRC
DEVELOPMENTS



SEGA
SATURN



PlayStation

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SEGA SATURN

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SHOWCASES

GUARDIAN HEROES

44

worth it, as Treasure's debut on the Saturn is already chugging up to be one of the most playable non-Sega games yet seen on the system! Although the version of the game shown in our feature is little more than 50% complete, it's already 100% playable and the single-player option has also been programmed into the game. We bring you everything you need to know about the game!

THE LION KING

45

This was released on the Playstation months ago, and since then much better titles have come along, making it seem a bit dated, even though it's less than a year old. This month sees its conversion to the Saturn. How does the conversion shape up? Is there anything extra for Saturn owners? Is it worth all the fuss? We take the programmers to trial and report on every aspect of this forthcoming title.

RFA BUCKER 190

46

The Megadrive version of this title went straight to number one when it was released last month, so does that mean its big brother will be just as good? And how does it compare to the Playstation version? We answer all your questions and report on why you have to buy RFA this Christmas.

MYSTARIA: REALMS OF LORE

60

RFA is still a bit of a mystery for the Saturn, which is a shame, because they can always be relied on to last for more than a week. Well, good job then that Mystaria is already preparing for a UK launch, and what's more it takes its inspiration from the classic Shining Force series on the Megadrive. A four page feast of distant deeds, death, corruption, plus tons and tons of fighting.

VIRTA SATURN 19

64

Surely every Saturn owner has bought Virtua Cop by now, and those of you who have finished it, will have already discovered some of its many hidden chests. However for those of you who are still fighting through levels two and three, we've put together two pages of hidden extras that can be accessed once you've finished the game, including ranking mode, mirror mode, free play and bookkeeping mode!

VIRTUA FIGHTER 2 PLUS MOVES GUIDE

64

Some of you will probably have this playing on your Saturn, but it's very minute and if you don't have it - go and get it. NOW! This is without a doubt the best combat game ever to appear on a console, which is precisely why we've brought you ten pages of essential moves - one page for each character!

COVER STORY: MICHELIN

SEGA RALLY

46

This month, Sega follow up their big-game portfolio with the release of Sega Rally. It's not out until the middle of January in the UK, but we've already been treated to a finished copy and we're pleased to report that the end result is, without a doubt, absolutely brilliant! Of course, this is why we've decided to bring you a huge feature on it, as well as the definitive review on page 10!

SEGA SATURN

Depending on which edition of the magazine you bought this month, you may or may not have noticed the CD stuck on the front of the magazine. Now, if you bought the CD edition of the mag, it's pretty obvious what you should do with the CD, but just in case:

SIMPLY LOAD UP THE CD AS ANY NORMAL SATURN CD GAME!

And, er that's it. Simple as that!

PLAY!

Here's four playable games to choose from: Sega Rally Clockwork Knight, Bug and World Series Baseball. Guide the cursor down to the title you want to play, then press any button. You will now be taken into the level of the game you've selected. To quit out of the game, press start at any point in the proceedings.

Sega Rally (out Jan, price £49.99)

A fully playable forest track with a maximum of two laps allowed! See the brilliant graphics in this game for yourself! and be amazed at the smooth handling of the car! Now go and buy it! Incidentally this will be 15% faster and running at full screen when it's released in January.



Clockwork Knight 2 (out now £39.99)

A whole level from the great little platformer! Guide Reppusacau through the first level, pick up bonus cards, pop pesky bugs and marvel at the 3D trickery employed in the game! The follow-up to the original Clockwork Knight game.



Bug! (out now £44.99)

Two levels and a bonus sound from Sega's top selling platformer! Almost every Saturn owner will have heard of this character already and this is your chance to see him in action! This title went to number one in the charts when it was released a couple of months back and really is among the top titles already out for the Saturn.



World Series Baseball (out now £44.99)

Select to play home run derby with up to four players, and see how this title adds a new dimension to existing baseball games. All the commentators from the finished version are in there too so this makes for a very realistic taste.





WATCH!

In addition to the playable titles, there's also six non-playable demos: Virtua Fighter 2, Virtua Cop, Mystaria Wing Arms, NHL All Star Hockey and Daytona. Sega have asked us to stress that the version of Virtua Fighter shown on the disc is running slow as it was taken from the Japanese version and hasn't yet been converted to PAL. It is also running with borders. THIS WILL BE RECTIFIED BY THE TIME THE GAME IS RELEASED. OFFICIALLY The final version will run 15% faster and will not have any borders. Again, to select any of these titles, guide the cursor to them on the options screen and press any button.

Please note that some of the following demos are PAL routines and are therefore not of game quality.



WITNESS!

There's also an RMV trailer showing parts of Black Fire, Chen War, Gongo, Mr. Bones, Virtua Fighter Remix, Astral Cyber Speedway and Mission of Hidden Sins. To access this option, point the cursor at the choice, then press any button.



If you haven't bought the CD edition of the magazine, don't worry, you can still get hold of a disc. We're holding a surplus of 500 discs here at SEGA SATURN MAGAZINE, and if you want to purchase one, send a cheque for £4 with the coupon below to the address below by Jan 30th. We will be despatching the final discs on the 1st of February.

Yes! I would like an Exclusive Sega Saturn Magazine demo disc!

I enclose a cheque/visa no for £4 (inc postage and packaging) payable to EMAP IMAGES LTD

NAME

ADDRESS

VISA NO:

Please send all payments to EMAP IMAGES DISC OFFER, PRISBY COURT, 30 32 FAIRVIEW GARDEN LANE, LONDON EC1R 6JU. We will despatch all discs within 30 days.

• All cheques must have the cheque guarantee card number included.

SEGA SATURN MAGAZINE EDITORIAL

VIRTUA SELL OUT!

When you think about it, the Sega Saturn has been the most popular title out there. It's not just going. Sega have also just announced that pre-orders for Virtua Fighter 2 have almost equaled the amount of Saturns available in Japan - some 15 million units. People are queuing up in the streets to get a look at the first finished Saturn version currently on fire going in Japanese department stores and apparently the same for Virtua Fighter 2. It's a great conversion has sold thousands of Saturns alone. So it seems as though Saturn fever has never reached a higher level.

In this country though it's slightly different. People seem to think that the Saturn has something to prove. But, it looks as though the tables are turning slightly for Sega - Saturn fever is hitting the UK too, and even though Sega Rally and VFA aren't available until after Christmas, gamers are already in a state of nervous excitement at the anticipation of owning these gaming monsters. In fact, you'd be hard pushed to see the same level of excitement being offered on the PlayStation at the moment.

So, once again it seems as though Saturn owners are winning in the long run. If you've bought the CD edition of this magazine though you should, without a doubt, know that already.

Enjoy this issue

Sam Hickman, Editor

RELEASE UPDATE!

There's a lot of excitement about the new SEGA SATURN MAGAZINE and the fact that you're reading it. We're pleased to hear that you're able to rush out and buy it with only £4, but your cash only goes so far. Within a few short weeks you'll be able to buy them. To be more specific:

RELEASE	DATE	PRICE
VIRTUA COP	OUT NOW	\$44.99/ £39.99 WITH GUN
VIRTUA FIGHTER 2	EARLY JANUARY	\$49.99
SEGA RALLY	MID JANUARY	\$49.99





FIRST PANZER DRAGON 2 PICTURES EMERGE!

We've known that *Panzer Dragoon* 2 has been in development for some time now, but just as we were going to press this month, we managed to get hold of the first pictures of the game. Early verities were actually on test at a Sega show recently held in Japan and even though it's at an EXTREMELY early stage, it's safe to say that it will be even more impressive than the original brilliant adventure.

At the moment only one level of the game is playable, and even that is only around 20% complete, but we were able to find out a fair few details about the gameplay. As in the original title, your game course is fairly preset, although at certain points you are able to make a choice as to your game direction. You're



also able to run along the ground on your dragon as well as flying through parts of the level too. In fact, the game begins on the ground and halfway into the first level there's a huge drop - your dragon will automatically fly for the rest of the level. As you'd expect, there's plenty of huge monsters to battle against, and as in the first game, you can view the action from any angle.

Although this has a long way to go before it's anywhere near complete, the graphics are already looking a lot sharper than the original game, and there's going to be more complex levels as well as lots more action. Expect to see more on this one next month when hopefully we'll be bringing you a full preview on the title.



One of the enemies you'll face in *Panzer Dragoon 2*. There's plenty of new monsters in this sequel, although many of these aren't yet programmed into the game.



The first pictures to emerge of *Panzer Dragoon 2* are already looking very impressive, although it must be stated that the game is very early in development.





TOSHIMAEN SHOW REPORT

SEGA SATURN MAGAZINE had a representative at the Toshimaen 'Vs Saturn' Show held in a Tokyo theme park in late November. The show was an opportunity for the Japanese public to get their hands on the games that will be released there during the

winter months, and a chance for Sega to build up to their launch of the 'Big three' titles; Virtua Cop, Virtua Fighter 2 and Sega Rally. SEGA SATURN MAGAZINE is able to bring you a report after actually play-testing these games.

CAPCOM'S BIG THREE

Capcom's stand was by far the biggest of the modestly-sized show. They had looked a large central area to demonstrate a partially complete version of Vampire Hunter Gaiden II. The release of X-Men: Children of the Atom on Saturn happened a couple of days before, and Capcom officials were basking in the positive response from buyers. Vampire Hunter however looks even more awesome, despite only six of the characters being selectable for play. The speed and response of the game, the detail of the graphics, including all the

background animation and the coolness of the characters anticipate a classic for the new year. Currently Streetfighter Alpha is in a more complete state than Vampire Hunter, but Capcom may delay its release to allow for an earlier Vampire Hunter release. The game looks equally good, and received as much attention at the stand. Capcom contrast the loss of some animators in Vampire Hunter with the complete transfer of Alpha to the Saturn with no reductions of any kind.



Vampire Hunter is the way to DC Saturn owners not getting into X-Men.



EXCLUSIVE
SEGA SATURN
NEWS

DARK SAVIOR

Toshimaen was a rare chance to see the Saturn's one big isometric RPG project at the moment, Dark Savior from Climax. It was also a chance to meet Ken Nishi, producer of Shining Force, Legend of the Dragoon and now Dark Savior. He was denying the game and using the visitor's comments as research (he intends to make it slightly easier as a result). The first level of the game was running, showing a 3-D ship made up of many rooms, and demonstrating effectively the custom-designed 3-D system 'Hyperspace Perspective' that allows you to scale, pan and zoom the camera independently of the player character.



EXCLUSIVE
SEGA SATURN
NEWS



news

ROBOPIT

This strange little game looks like achieving a cult following, though it may never appear over here. It's a 3D battle game, with more in common with Virtual On than Virtua Fighter. From a first person perspective you take on blantly polygon robots in arena based combat. Although graphically simplistic, gameplay is quite fast and smooth.



TECHNICAL
ADVICE
NEWS



CREATURE SHOCK

Strangely enough, a Saturn version of first developer Argonaut's old PC title, Creature Shock turned up. Much like its predecessor, this 3D rendered shoot 'em up relies heavily on atmosphere and graphics, as players walk through passages that look for all the world like a monster's innards. Plenty of smaller monsters pop up from time to time.



TECHNICAL
ADVICE
NEWS



We thought that this was aimed at us, one has heard of it for so long - but it's on the way! Horror!

ROADRACER

The popularity of Ridge Racer has inevitably spawned some clones and this is one of the Saturn hopefuls. The range of courses is wide, but the style of the scenery and the lines of the car are much the same. Play-wise things are less certain, with a slight jerkiness which, of course, we can't convey in these screenshots.



TECHNICAL
ADVICE
NEWS



WIN!

AN EXCLUSIVE VIRTUA FIGHTER CALENDAR UNAVAILABLE IN THE UK!

If your walls are in dire need of a facelift, one of these VF calendars could be just what it is in need of. Shipped in from Japan and featuring exclusive Virtua Fighter art, we have five of these to give away. All you have to do is: NAME EVERY CHARACTER IN VIRTUA FIGHTER 2. Answers on a post card to: CALENDAR COMPO, SEGA SATURN MAGAZINE, 30-32 HARRINGDON LANE, LONDON EC6A 3PU. by jon guth

GUNBIRD

Scrolling shooters are not as popular as they once were but Gunbird is gamely trying with a sizable slice of vertically-scrolling ballistic mayhem. The gameplay falls into the long looch, big bosses format, but the animation and amount of bullets flying around is still impressive.



TECHNICAL
ADVICE
NEWS

FACE MASK

Facemask is the latest investigation game to appear for the Saturn in Japan, with titles like Rampart, Psychic Detective and Wan Chai being very successful. Facemask uses a different presentation method, with a point and click interface used on static digitised screens. When you move from place to place, these digitised screens are strung together into pseudo-animation. Intriguing, but of marginal interest to the Brit Saturn owner.



TECHNICAL
ADVICE
NEWS

TWO EDITIONS OF SEGA SATURN MAGAZINE!

You may have noticed that there are two different editions of SEGA SATURN MAGAZINE in the shops this month: one with a cover-mounted CD and one without. We decided to do this so that as yet non-Saturn owners wouldn't have to shell out the extra for the cover-mounted CD, but every Saturn owner would be able to buy the disc. Incidentally, it's unlikely that we'll be cover-mounting discs every month as we want to ensure that any we do put together are of the highest quality. Anyone who has sampled the disc this month should agree that it was well worth the extra £3.24 for the four playable games (and the mass of non-playable stuff) - expect to see another one of the same high quality in a couple of months.



That's Magic!

Bulfinch's Magic Carpet was a huge hit on the PC, winning acclaim with its excellent graphics and thrilling gameplay. Talk of a conversion to 32-bit console has been knocking about for a long time now and the conversion are actually well under way. The Saturn version looks like being practically identical to the PlayStation version which is also in development at the moment. Magic Carpet on the PC had 30 levels, but on the Saturn version Bulfinch are beefing it up to 75 levels, incorporating more of the exhilarating desert 'ten up' gameplay, and polishing up the panoramic desert vistas. As yet a release date is unconfirmed, but those eager to get their hands on this exotic classic shouldn't have to wait too long into the new year. We'll keep you posted.



GUNDAM NINKU

Sega's own scrolling shooter based on the huge mobile attack suits is not yet something to get excited about. A variety of space and planetary surface levels were playable and the occasional odd cool thing happened — like a background steadily running into the horizon. Also, the way enemies jump between the fore and background is quite unusual, but there is a lot of work to be done on the graphics before they reach an acceptable standard.



The small developer Aibus dares to take on the big boys with their own 3-D beat 'em up Ninku. This will probably go down better in Japan than here (because of its distinctive manga style graphics (rather like the Dragonball Z series). However, it looked rather sad next the mighty Virtua Fighter 2 and Fighting Vipers arcade machine which were omnipresent.



WIN!

THE FIRST COPY OF VIRTUA FIGHTER 2 IN THE COUNTRY!

You, due to the increasing popularity of last month's Virtua Cup competition, we've decided to hold an identical contest with this month's big release, Virtua Fighter 2. However, this month, the rules have changed slightly. Last month, the office fax machine was so tied up with Virtua Cup competition entries that we've decided to put a deadline on entries for JANUARY 1ST. This is still a couple of weeks before VF2 will hit UK shops, and the entry picked out of the bag on the day will be dispatched the very first UK copy of VF 2. If you want to enter the contest, send a POSTCARD ONLY to: VFC COMPO, SEGA SATURN MAGAZINE, 30-31 BARNWOOD LANE, LONDON EC4R 3JH BY JANUARY 1ST.





MARVEL SUPERHEROES SIGNED UP FOR SATURN!

Even though it's only just appeared in the arcades, the Marvel Superheroes coin-up will be making its way on to the Saturn in the middle of '96. Although nothing has been confirmed yet, it's been rumoured that Activision will be picking up the titles, (which

would lead of make sense seeing as they also bought the X-Men: Children of the Atom (arcade) and will release the game as a Saturn before PlayStation - in fact it hasn't been confirmed whether this will appear on the PlayStation at all.

This is brilliant news for all Saturn owners, as this is a great coin-up and if the recent X-Men conversion is anything to go by, it will be a great conversion too.



GOLF OOH AYE!

Set to tee off against US Gold's World Cup Golf is a new game from Core. The Scottish Open - Virtual Golf sees players strolling leisurely across the green as they battle it out in competition and do all of those cacking things that golfers do like putt and chip. The Scottish Open features a 3-D rendition of the Carnoustie course, home of the 1995 Scottish Open championship (ahh so that's where the title comes from!) Like all golf games, this one involves using a power bar to make a shot, judging by the club you're using and other things like whether there's a breeze or a gale. Accommodating up to four players, The Scottish Open also comes with all of the mod-cons like six different viewing angles, a flipshot which lays the courses out opposite to normal, and all the rendering and scaling a 32 bit machine could ask for.



Don't forget!

It was due to appear on the 32X...



WIN!

AN EXCLUSIVE ARCADE SEGA RALLY POSTER!

If you're down in an arcade recently, you can't have failed to notice the huge Sega Rally posters that adorn almost every wall. Well, we have lots of 'em to give away, and all you have to do to have a chance of winning one is answer this very simple question:

Q: Which famous AM research team were responsible for the development of Sega Rally?

Send your answers to: SEGA RALLY POSTER, MS AMI! SEGA SAT, LYNX MAGAZINE, ENAP IMAGES, PRIORITY COURT, 30-32 HAREWOOD LANE, LONDON EC1P 6AU. By 1st oct 1995.



MOVIE STARS HATE SPOTS.



AVAILABLE ON
SEGA MEGADRIVE



Spot™ goes to Hollywood in his own cinematic extravaganza to detail in this, his newest and coolest adventure, Spot takes a multi-level trip through Hollywood's greatest film genres. All this in a fantastically rendered 3D environment that's sure to make this extravaganza the coolest blockbuster you've ever played!

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In Development

Although the Saturn

was due for a large amount of pre-Christmas releases,

it seems as though many of them have slipped into later months. This is probably down to disc reproduction time as much as anything else, which is why there's quite a lot of almost finished games in this month's section. With any luck, a lot of these may just make it into shops at the last minute, but if not, you should be able to track them down in the early weeks of January.

King of the SPIRITS



BY ATLUS

RELEASE TBA

Driving games seem to be very popular in Japan at the moment, and after the release of *It* and *Tally* comes *King of the Spirits*, developed by Atlus. While this isn't another ground-breaker in terms of graphics or playability, the Japanese seem to be going fairly mad about it, and it has to be said that it's a lot better than some of the games that get released out there.

This can be played in either one or two player mode: there's a choice of three tracks and in two player mode you can select either a vertical or horizontal view of the split screen. The shots here are taken from a 100% complete Japanese import version of the game and although you can choose from two different views the graphics are nowhere near the standard of *Sega Rally* or even *Daytona* which is getting on for six months old now. And that probably has something to do with the fact that you'll probably never see it released officially over here – it's unlikely that Sega will sign it up and in the light of certain other driving game releases its success over here would be quite doubtful. Still, you never know.



Here is your lovely car sir



Life in the big city!



A bit of reckless driving.



Ghen War

BY JUMPING JACK

RELEASE TBA



In space, no one can hear you scream. They might be able to hear you thro a bit, or maybe, or sing the theme to *Star Wars*, but as far as screaming goes they're as deaf as posts.

This has been "In development" as it were for what seems like absolute yagrs. We first heard about it months ago, although little has been heard of the game since then. However, it's practically finished now, and what's more it's not half bad either. Developed by Sega of America, *Ghen War* is a shoot 'em up extravaganza with one of those "HMM" stories that separate the levels. The "story" is every bit as dwe as you would imagine, but the game is fairly innovative. Set in outer space, your mission is to destroy the Ghen race – once friends of earthlings – who turned against humans once they found there to be a quite useless species. To destroy all of the aliens, you'll have to explore the distant moon and face the enemy in huge tank-style battles across barren landscapes. This is another one that hasn't been signed up for release in the UK yet, and as the rights belong to Sega, it's unlikely that it will appear over here at all.



in development



Clockwork Knight Puzzle

BY SEGA

RELEASE TBA

Old Peppermouse isn't exactly what you'd call popular. His first adventure was slated for being too early and too short, although he certainly gained some ground in the sequel, which implemented far more innovative graphics and game trickery.

However this time, he's decided to give the platform games a miss and go for something that requires a bit more (or some at least) lateral thinking. 'Yep, Pepp appears in his very own puzzle game. The gameplay is very similar to the Bomberman series of games that's geared on just about every 16-bit console going. And if you've never heard of Bomberman, the basic idea is to make your way around the grid laying traps and blowing up the enemy until they're either dead... or in this case, you've killed enough of 'em to make it on to the next level. This is a very early version of the title. In fact, the name will probably change, and at the moment you can play with up to four people, although in the finished version this should increase to a twelve-player game. A Feb/March release in Japan looks imminent, with the UK release following a couple of months later.

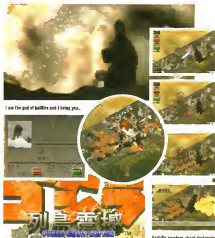


One of colorful puzzles await the intrepid Peppermouse: full of marvelous items like knives, pencils, dice and blocks that look like the covered heads of Lego men without the attachable hair.

Godzilla

BY UNKNOWN

RELEASE TBC



I am the god of hellfire and I bring you...

Surely everyone remembers Godzilla from when they were kids: a staggering seventeen films have been released over the years, there's been a massive cartoon series and he's even appeared in a couple of games before (Rampage and King of the Monsters). In fact, Godzilla is becoming really popular once again, which is no doubt the reason behind this Godzilla game. In fact, this is quite bizarre – you don't play as Godzilla which would surely be the best fun, instead your aim is to destroy the damn one. To do this, you have a multitude of tanks, hundreds of planes, thousands of men and as many bombs as you could wish for. Then all that's left is to track down Godzilla who is on the rampage around the city. In fact, he's destroying just about everything that he tumbles across, breathing fire and causing mass hysteria. To prevent him from advancing, you'll have to chuck a million tons of napalm his way, although he'll put up a real fight. The way you play the game is very similar to World Advanced Gaming or the battle parts of a Skating Racer game – the action is all set on a grid and you select where tanks and weapons, etc should be placed.

Although the code for this title is as good as finished, it's quite unlikely that the game will appear over here, simply as the theme and gameplay is a bit obscure for the UK market.

Godzilla warriors shoot destroying say of the skyscrapers he doesn't like the look of. Your job is to stop him.



in development

Revolution X



Yeah! Rock 'n' roll man! It's just the best! In its place of course. You know, like on a record or in a rock venue or something. It's never been much cop in games (except for the brilliant Road Rash soundtrack on the 3DO). Simply because no one who's much good ever appears in them. Still Acclaim are hoping to change all this with the advent of... Aerosmith. Ported over from the recent arcade game, this shoot 'em up sees the Widow Tawekyo of rock kidnapped. What are the rock chicks to do? How will the teeny boppers make it through the night without their dulcet tones? Well, they'll make do probably, but you'll still have to attempt to rescue them in this fairly run of the mill shoot 'em up. This was good fun in the arcade mainly because you could use a gun with the game. There won't be a gun available for the Saturn version but with any luck it should be pretty much arcade perfect when it's released in February.



But game rock 'n' roll to you, but not Aerosmith.

NFL Quarterback club



This was released on both the Megadrive and 32X a few months ago, and although it wasn't hyped up very much, it was actually a fairly decent title. The basic idea of the game needs little explaining - it's American football, which means loads of stats screens, loads of options and loads of rules that are difficult to get the hang of. But, then again, football titles have always been popular on console, so this is bound to do well - at the moment, there isn't a game like it on the Saturn.

This is already looking pretty stylish in the graphics department, and the game itself can be viewed from a number of different perspectives and of course it has all the depth that we've come to expect from these types of games. Look out for a full review next month.



Casper the friendly ghost

Casper hit the cinema over six months ago, and proved extremely popular with the 'good' market. In this case, the pre-teens. Yep, Casper's creepy grin was plastered just about everywhere during the summer months and even now you can be guaranteed to see him floating around shopping centres on a Saturday afternoon, printed on one of those helium balloon things. Or hidden in a sissy puddle if you decided to visit later on in the day.

However game types have always been quick to snap up any characters they think may have the slightest chance in becoming successful on console format, and as a character Casper probably has more about him than a lot of previous film to game converts. And obviously hoping to cash in on the Christmas market, Interplay quickly developed a game for the PlayStation. As it happens, the Saturn version of Casper is practically identical - the aim being to make the occupants of his house as happy as he possibly can. To do this he'll have to battle through various platform levels and also search the many rooms of his mansion to solve the puzzles put to him.

Interplay were originally hoping for a Christmas release for Casper, but it looks as though it won't be hitting the streets until early '95. More news next month.



He's cute! He's cuddly! He's cool! He's dead!

THE DOG'S PERIPHERAL



Sega

Saturn's accessories are pushing game play to a whole new level. Especially the awesome new Video CD Card (MPEG), which allows you to watch movies and music videos like never before. These peripherals are definitely not to be sniffed at.

THE
GAME IS NEVER
OVER

COIN OPERATED

Who'd have thought that those gurus of gaming development, AM3 would be prepared to travel half the world in order to find the perfect material for their next gaming heavyweight? But travel the four corners of the globe they did, and where did they end up? The Isle of Man.

GIVEN THE HUGE EXPENSE ACCOUNT THAT AM3 MUST HAVE BARRIED OVER THE YEARS, YOU'D THINK THAT THEY WOULD HAVE AT LEAST GONE TO RALLY ON GOLF OR SOMETHING IN THEIR QUOTE FOR GAMING EXPERIENCE - NOT THE ISLE OF MAN.

It's a bit unbelievable isn't it? But then, when you consider what AM3 do best, you have to admit that they're pretty stuck for source material. Virtua Racing was completed years ago. Sega Rally is already out on the Saturn and Indy 500 was assigned to AM2. So AM3, being totally nutty about driving games, have one of two choices: they either make up their own version of events (which doesn't necessarily make for a great game) or they hunt down the cream of real racing championships from the far-flung corners of the globe. Which is why they ended up in the Isle of Man. You see, the Isle of Man is home to the 'Isle of Man' Trophy motorcycle championship.

RACE THROUGH EVERY TERRAIN!

The grading championship takes place across 37 and a half miles of public roads encompassing almost every possible racing terrain - town environments, forests, mountains and even a bit by the sea. It's a hard to believe that all this could take place in the Isle of Man, but it does, and what's more, it does it every year!

Anyway it goes without saying that AM3's new sim is based on this very title and although it's currently only around 20% finished, Sega of Japan are hoping to have it in Japanese arcades by a round Easter.

CHOOSE FROM TWO COURSES!

There's two courses to choose from in Manx TT Seaside course and TT course. Seaside course is actually designed from scratch by AM3. And, seeing as it does exist in the real championships, they've been able to build the course exactly how they'd like it. The seaside course is treated as the beginner course and takes you from the seaside up into the mountains. This level isn't too difficult, but it does give you a chance to get used to the handling on the motor bikes. Naturally the real challenge here is found in the TT course. This is taken directly from the real championship held on the Isle of Man, and begins in the city taking you up through forests, countryside, seaside and back into the city. There's also loads of jump points and chances for stunning bike tricks such as stomach churning wheelies.



The night player link-up arcade cabinet recently on show at the AM3 arcade show in Japan. Unlike Sega Rally and Daytona, this has gloves to wear while queuing up for the game.



YOU LI

A UNIQUE NEW HANDLING SYSTEM!

It's been a while since Sega have designed a motorcycle specific game (Cool Riders is best forgotten) so AM3 have also designed a new bike and arcade cabinet. And they've come up with a pretty unique design. Unlike racing cabinets and arcade bikes of the past, you can actually take your feet off the floor while on the bike, making for a more realistic riding experience (previously it was always easier to keep your feet on the floor). To control the bikes, simply sway left or right, according to the direction you want to head in. There's also the choice to select either automatic or manual gears and the bike is designed to resist against the player (the throttle also has very realistic sound effects) so you'll feel the weight of the bike pulling you back.





This is a mock-up of what fans believe the finished version of Manx TT will look like. The other screenshots are taken from 20% complete versions of the game, so are obviously not as detailed.



TITLE MANX!



And it's only 20% complete! This should be absolutely amazing by the time it's released in Japan (this should be within four months). Two tracks will be on offer in total.

Decs WMS have finished the arcade game, they'll begin work on the Saturn conversion. This should be finished by the end of 1996.

The bike contained within the arcade cabinet has made more notable than motorcycle games of the past.



AND THE IMMINENT SATURN CONVERSION...

Well it's all a bit of a mystery at the moment - AMI's are currently busy trying to get the actual arcade game finished (the final eight player link up game should be released by April). However as soon as it's completed they'll be starting work on the Saturn version which will hopefully be available by the end of this year. And of course we'll be bringing you monthly updates of its progress until then.



preview

BY **SCAVENGER**
 STYLE **3D RACING**
 RELEASE **TBA**



Riding, riding, riding. See that strange blur with odd spherical green beams rolling? That's the!



You like bikes? You like green beams circling bikes? **Scavenger's Scorcher** could be the one for you!

Scorcher

Scavenger produce a graphical tour de force!

Have you seen WipeOut on the PlayStation? Pretty good, isn't it? Well, we are thinking that the Saturn is totally out-classed by the 3D power of Sony's machine ought to contend two facts: a) WipeOut is coming out on the Saturn, and b) Scavenger's Scorcher is shaping up to be graphically even more impressive!

Coded by Danish programming legends Zynix (responsible for the critically acclaimed Red Zone and Sub-Terrania on MegaDrive), Scorcher shows the true 3D power of the Saturn. Yes, Sega Rally looks absolutely incredible, but at least visually Scorcher is even more impressive.

For starters, the game is running at a higher resolution, meaning more colours (up to 31,744 on screen at once) and a better definition. Scavenger themselves are extremely confident about the technology behind Scorcher, saying that it is processing more polygons with full light shading than any PlayStation title. If you find this difficult to believe, you really need to see the game in action. Scorcher



runs at an extremely smooth 30 frames a second. Despite the heavier tasks the Saturn's graphics chips are handling, Scorcher remains as fast and as smooth as Sega Rally.

From the early demo we have seen, the game is shaping up well. The first level (which we have shown pictures of before) now appears to be complete and looks great. - but the second stage, set on city streets, is graphically even more superior! An example of what the Saturn is capable of, there's little to challenge Scorcher's technical accomplishments (apart from maybe Virtua Fighter 2). It's difficult to judge the gameplay at this early stage because it is clear that very little of the game is actually in place in these technology demos.

But one thing is clear. If the gameplay matches up to the stunning visuals, there's little to stop Scorcher from being one of the most second-best games on the machine and establishing itself as a standard by which others will be judged. Zynix have a habit of producing some absolutely stunning software, so hopes are high here at SEGA SATURN MAGAZINE that the team will deliver.



AS AN EXAMPLE OF WHAT THE SATURN IS CAPABLE OF, THERE'S LITTLE TO CHALLENGE SCORCHER'S TECHNICAL ACCOMPLISHMENTS.



The detail of the graphics in *Scorcher* is truly stunning whether it's the dark tunnels, the smoggy air or even an electricity plant.



The most noticeable light source? The sun you get it with *Scorcher*. The range and color of colors used means that what you see above is a regular feature through the game.



The clock on the right is the time limit allowed to complete the six laps of the course. Fall down a hole or end up off the course and you have to repeat the lap you're on.



The second level (right) is an archetypal urban wasteland. Among its characteristics are a grimy limited skyline, the distant presence of dilapidated factories and the odd locomotive here and there. Thoroughly depressing all round really!





BY **SCAVENGER**
 STYLE **SHORT 'EM UP**
 RELEASE **TBA**

Last year, SEGA MAGAZINE revisited the first work by programming superteam Scavenger. Their programming skills had resulted in a cache of completely stunning Megadrive 32K demonstrations, which showed off the true power of the machine. Unfortunately, the fate of the 32K ensured that all development plans for games on the 32K were put on hold. For ever, that is.

However, the 32K technology demos didn't die. Instead, the programming teams concerned took their code over to the Sega Saturn. Amok is the product of Lemon - a hitherto unknown group of coders who are set to make their mark on the Sega scene with Amok - an incredible new shooting game.

The player takes control of a multi-purpose attack craft, at home on both the ground and in the air. Packed with a range of weaponry including laser canons, bombs and guided missiles, the craft is able to glide underwater thanks to some propellers and sprouts legs on-ground making it a truly versatile craft.

AMOK IS THE PRODUCT OF LEMON - A HITHERTO UNKNOWN GROUP OF CODERS WHO ARE SET TO MAKE A MARK ON THE SEGA SCENE WITH AMOK - AN INCREDIBLE NEW SHOOTING GAME.

The demo we received from Scavenger shows only the first level which is based underwater. Here some excellent graphical effects can be witnessed, including the trademark Scavenger lens flare and awesome 3D landscapes generated by the Saturn's VDP chip. Also previewed for the finished version is an accomplished split screen two player mode which packs in twice as much action but seems to run at the same speed as the solo mode.

Sega are certainly impressed by the work of the Scavenger teams. They have shown this demo (along with Solitaire) to all the major American development houses along with Virtua Cop, Sega Rally and Virtua Fighter 2 as an example of the true prowess of the Saturn. Rent assured that SEGA SATURN MAGAZINE will continue to follow the development cycle of these potentially stunning games.



Amok

Scavenger create the vehicle of the future!



Scavenger's Amok sees the player climb inside a vehicle that takes them through a **startling range of environments**. Strap in and prepare for a **very special shoot 'em up**.

Miss underwater, this versatile little vehicle sprouts a couple of propellers. The main threat comes in the shape of sharks and a few iron lunged divers.



At the beginning of each stage the player is given their primary and secondary mission targets. Ignore them and shoot everything!



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preview



BY	OCEAN
STYLE	PINBALL SIM
RELEASE	1994

With Tilt's imminent arrival in time for the Christmas market, Ocean have produced a rival in the shape of **True Pinball**. It's fast, hectic and features a variety of 2D and 3D perspectives. Prepare to **flip out!**



I

could be argued that pinball sims are a dull and pointless waste of programmer's time and players' money. In some cases this proves all too true. With Tilt however, the effort has been made to utilise some of the more fantastic qualities of a 32-bit machine and True Pinball follows hotly in its footsteps.

Like Tilt, True Pinball features a choice of viewing angles, be it the 3D overhead view or the more graphically impressive 3D angle. There are four tables to choose from in all. The Rubens table features Mr. Rubens on a surfboard with a couple of babes on his arm. The Exotone table involves various high adrenalin jokers, the Law n' Justice table is a cops 'n' robbers affair, and the Viking table has a fitting Norseman quality to it. How the Viking theme managed to make its way into True Pinball seems positively baffling until you realise that the programmers all proudly sport Scandinavian names and are probably all worshippers of Odin or something. Of course Vikings or no Vikings, it's still pinball at the end of the day and the differences between the four tables are essentially cosmetic.

HOW THE VIKING THEME MANAGED TO MAKE ITS WAY INTO TRUE PINBALL SEEMS POSITIVELY BAFFLING...

All of the familiar pinball tricks are in there. You can kick the table from side to side to free a stuck ball or alter its descent, there are bonus points galore to gather from meandering passageways. And naturally there are all the flashing lights and sound effects that the real thing gives you.

To really pile on the points there are special modes to compete on each table. On the Law n' Justice table for example, when you find yourself in Prison Break Mode, you have to shoot the mushroom bumpers or targets to collect prisoners. Once you've rounded up 25 of them you can yourself a Super Jackpot. When all eight modes or missions have been successfully completed, there's the chance to move on to the Final Award, where mega points are on offer.

There's still a few glitches in the game at the moment but most of it is complete and a looking fine and dandy. Expect to see a review very soon.



If your ball ends up in the corner there's a chance to gamble with the points on the roulette table. One thousand no red balls!





preview



If you manage to light all the letters in the word 'extreme' extra bonus points become available. Also, do you notice the skull on the left? If you hit that right you can score a million!



True Pinball

Deeply floppy fun from Digital Illusions!



Here we see the three ways to view the pinball table. The overhead view gives you the perspective of miraculously floating right over the top of the table. The drawback is that, because you only see part of the table at any time your reactions need to be a bit sharper. There doesn't seem to be any real difference between 3D and 2D high res to me. If you can spot it send your entries to...



That's the problem with pinball screen shots, they don't exactly vary a great deal...



...but can you notice that the red light has gone out? Eh? It made my day I tell ya.



I was rather disappointed that the Railroads table didn't feature real buses from that smooth rockin' David Hasselhoff.





BY	SEGA
STYLE	PUZZLE
RELEASE	TBA

Sometimes, the **best games are the most simple ones**. Yep, even in these days of new Saturn operating systems and **fancy graphics libraries**, it's nice to know that you can still get your gaming kicks with a **few simple presses of the joypad**.



In story mode, you'll begin competing against fairly easy opponents, although they'll get harder with each level you complete. They all have special talents too, but they're in Japanese, which makes things quite difficult.

Although the theory behind Raku Raku is very simple, playing the game to any great degree may induce stress of manic proportions. You see, it's one of those lateral-thinking type puzzles where you're confined to a very small space and expected to outwit your opponent. Like a lot of things in life. Previous Megadrive owners may recognise it as a Mean Bean Machine clone, but in reality, it's actually quite different. Although the main game does revolve



created by none other than AM2. You know, the ones that developed the gaming beetle that a Sega Rally. Now whatever possessed them to turn their hand to this sort of title is beyond us. Maybe they did it on their day off or something. But even though it's a really simple concept, AM2 have managed to add some novel elements to what is essentially a variation on the ancient Tetris game. Plus, this title was also developed on the Titan board which means that it was also developed as an arcade game. It's unlikely that you'll see it in the arcades over here as it's a bit of an obscure concept for most arcade game buyers to be interested in (plus it doesn't have the immediate satisfaction of something such as Rally or Virtua Cop) but after you've had even one play on the game, you'll find yourself unable to put it down. You can either play it in one player mode against the computer (as either a story-ploughing through progressively harder opponents or a one-off game) or you can play against another person, which is with out a doubt, the best way to play. The clomping animals make it a much more endearing game than previous cubes such as Hebeke, who let's face it, does not exactly do much apart from stand there, swell up and pop all over everyone.

There's still no official word as to whether Raku will be released over here, although it was released in Japan over a month ago. However, development honchos at Sega have hopefully realised that if it was released in the UK, Raku would be a hit - just as Mean Bean Machine was on the Megadrive. After all, you can't just have technological ground-breaking games and neglect all else can you - and we can guess that Raku will be played long after the Daytons of this world are banished to a darkened cupboard.

ANIMALS AND THEIR PREFERRED FOOD GROUPS ARE THE ORDER OF THE DAY HERE, AND YOU'LL HAVE TO MATCH UP ANIMALS WITH THEIR RESPECTIVE CHOICE OF FOOD.

around matching up sets of fruits, it does have a novel twist. As soon as a fruit is matched with its owner, the animal, be it a panda, rabbit, dog or monkey, promptly grows in size and chomps their way through all kinds of foods. Each of the blocks that the animal eats then falls on to your opponent's playing area. The great thing about this title is that you can unleash absolute havoc on to your enemy by strategically lining up strings of fruits then setting off a chain reaction of frenzied feeding, and indeed, frenzied showering of fruits on to the other side.

And that's about all there is to explore really, but what's really novel about this title is that it was





Baku Baku Animal

AM3 Develop ground-breaking puzzle title for arcade and Saturn!

Baku Baku has already surfaced in Japan as a coin-up and amazingly enough, was developed by AM3. I guess it made a nice change from all these eating edge driving games. Maybe they got bored.

If you see an animal in with one of its preferred food around it, it will start to get a bit agitated, probably because it's really hungry. The rabbit will even say if you don't feed it, which makes you feel a bit like a surrogate father or something.

Sega hasn't confirmed whether they'll release Baku Baku in the UK, but we think it's brilliant, even if it is a really simple concept. In fact, it's hard to believe that AM3 developed this title, seeing as they've used to more grandiose titles such as Sega Rally, but as far as puzzle games go, it's brilliant!



The game concept is really simple, but it makes a change from the usual Tetris clones. Simply match up the animal with its desired food choice, and watch him slump his way through it. Just like the Panda above.





preview

BY	INTERPLAY
STYLE	ATRA
RELEASE	STYLE ADVENTURE

This is the sort of thing we want to see. Sprawling big games that take advantage of the new capabilities of the Saturn. Games with cyber-cycles, lasers and death. But what's it all about, Alfie?

CYBERIA

Bitney, who'd want to live in the future, eh? Nothing but trouble, future societies. Full of mad cybernetic corporate dictators plotting to take over the world using strange computer viruses planted in the heads of young children. And then you always have to get some neo-gate hacking or green-haired teenagers on a motorbike to smite them. You can imagine what the news must be like now, right? "Today yet another shadowy business man was blown up in his secret fortress whilst wearing robotic battle armour as one inner gun hero saved us all from oblivion and food paste and mind-control harnesses. And finally, a skateboarding duck in Hyde Park..."

Cyberia is another story of dodgy future ethics which puts the fate of the world in the hands of you the games player. Well not really, it's a cyber portland world of the future, otherwise we'd all be in trouble. But the point is there's a plot to uncover, and it's going to take more than nimble fingers to do it. Although it's going to take nimble fingers, too.

Cyberia first appeared on the PC, this summer

CYBERIA IS ANOTHER STORY OF DOOGY FUTURE ETHICS WHICH PUTS THE FATE OF THE WORLD IN THE HANDS OF YOU, THE GAMES PLAYER.

and its origins show clearly it's one of those graphic adventure things which is half RPG, half shoot 'em up where you guide a lovely rendered character through a humber of set-pieces, shooting the bigs and solving puzzles, conversing with other characters and occasionally sitting back to watch a plot interlude which explains what's going on around you. It was pretty good. In fact, it always seemed like more of a console title, but back then consoles just weren't powerful enough to run anything above Snatcher standard. Well imagine a future-cyber Snatcher with a 3D cast and blazing scenes segued into the main legging. It's about gameplay and you're about there with Cyberia.

Although it's a way from finished yet, Saturn Cyberia is already looking quite splendid. The graphics are certainly up to scratch and the flow of the action is certainly up to speed. But will it survive the translation? Where we're wrong all along? Is it actually going to be a bit rubbish? After all we didn't play it that much on the computer, or because computers smell? Well only time can tell you the answer to that. Time, and our review which should pop a long some time next month if all goes well.

It's very easy to die in Cybers. All you have to do is make one wrong move or forget to draw your gun at the right time and it's all over.

Cautious kids - wraparound stunts are neither big nor clever. Do not wear them.

This little might be a really cyber-mansuery future here from the spaceship, but he still walks like a peasant. Or one of the gressen in 'Mia 'Mia.



Check with your Good Despite her handsome appearance this lady is in fact your friend. Until she gets whisked. Oh dear, that's spoiled the surprise.



Look at that lovely playhead.



One of the many shooting sections in Cyberia.

One of the few smuggling sections in Cyberia.

Don't forget to loot the corpses of all the people you kill the same kind of Viking Beowulf warrior type. Even if it isn't actually useful.

Clipping soldiers. A surprisingly popular sport of the future. Just in



Watch! Store into the cold eyes of your killer! This is one of the many guards. You'll be seeing more of them in our forthcoming review. You will like it, like me.



Now after this woman quick or you're trapped in the corridor and destroyed by an explosion.



Based to a chair and tortured with electric shocks that's also his.



Lighting is used to pretty excellent effect throughout the game, as this neo-cyberpunk-like-lighting-of-Batman-or-Mt. firmly illustrates.



True Pinball breaks but not the laws of

True Pinball is the ultimate fully rendered, high speed
propulsion into the electric world of pinball fervour

Why?

Because it incorporates four tables, multiballs, video
modes, incredible music, high res 2D and 3D views and
32,000 plus colours, because it remains faithful to every
aspect of mathematical precision right down to gravity
conditions, and because it stems from Digital Illusions'

VINYL TILES

TRUE PINBALL
TP
ocean

the mould,
gravity.

considerable experience - that's why.
That's why it adds up to the fastest, most accurate sim on
the market and shatters the mould of what we are asked
to accept.

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Letter

It's that time of the month, readers. No, not that time of the month. It's the time when our normally placid personalities are suddenly cast into fits of irrationality. It's up against it deadline week, and we're all scared. Very, very scared indeed. Good grief, if we don't get the mag out on time we'll all lose our jobs and have to pay for our games. And that would just be the worst thing imaginable. Anyway, you can help by filling some pages of the mag with your own lovely, lovely letters. Send them in to **CHACK NINJA ALIVE MARRAG, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC3R 3AU.** If you're very good, we might send you a prize. Well it is Christmas.

I'M SECURE ONCE MORE!

DEAR FOCUS AT SEGA MAG,

Just a quick note to say thanks very much for the video I have had! My Saturn is a couple of months now with Bug! and VF Remix. Although these games play excellently and look good after seeing Destruction Derby and Toh Shin Den on my friend's PSX I couldn't help but worry a little that the Saturn may be fighting a losing battle in the graphics department - and we all know from the PlayStation's huge sales that graphics sell our game! However, seeing VF2 and the frankly incredible Sega Rally has restored my faith in Sega's machine and I'm a secure gamer once more. Cheers very much!

Mark Brett, *Ardenmore, Bedford.*

 Hey Mark - thanks for being you

I MISS JOHN MADDEN


DEAR SEGA MAG,

I have just sold my Megadrive and purchased a Saturn. Already I am starting to miss some of my favourite games such as FIFA, Madden, Road Rash and Jungle Strike. It's no coincidence that these are EA titles (EA produce quality games with only a few blemishes thrown in just to prove they are human). Will any such titles grace the Saturn as I see they've been developed for the PC, 3DO and PlayStation?

This is not a grovel but I am very impressed with your magazine. Last month was my first purchase and will not be my last! The free video just blew all other software mags into oblivion and left them crumpled in the gutter.

PS Do you have a release date for Sega Rally yet? Your preview was the straw that broke the camel's back and finally persuaded me to buy the Saturn (so it's all your fault then!).

Pedro, *Shrew, Glouce.*

 Relax these Pedro, EA have already commenced work on FIFA for the Saturn, and surely other Virtual Stadium sports titles are to follow. Read the mag and we'll keep you posted. In fact, we already posted you about FIFA months since, blimey.

SEGA SHOULD CONCENTRATE


DEAR SEGA MAGAZINE,

I just want to know a few things about the Megadrive 32X. Is it good or bad? I have wanted to buy one for some time but the line up of software is a bit dodgy for instance Capcom (the inventors of Street Fighter, Darkstalkers, X-Men and the forthcoming Marvel Super Heroes) said they are not making any games for the 32X. They are just concentrating on the Saturn and all the 32X is going to have is Virtua Fighter! I have not even heard of a release date for NIKI and another thing the company that makes Rayman

[Ubisoft - 55M] have canceled that. The 32X is a 32 BIT console like the Saturn and PlayStation and it hasn't even got games as good as the Megadrive its little brother. I reckon that Sega should concentrate a bit more on the 32X.

And the last thing I heard is that Sega had signed a deal with SNK the makers of all the Neo Geo games, that games like Virtua Fighter will be on the Neo Geo and King of Fighters on the Saturn but only Saturn.

Junior Cawson, *Pedkings, London.*

 What do you mean the 32X ONLY has Virtua Fighter? Oh dear me, it ONLY has a brilliant conversion of probably the best fighting game in the world. What a shame. How my heart bleeds for you. But on the other hand, there is a bit of a 32X software deficit at the moment. We're not entirely sure what Sega's long-term plans are but X-Men (not early next year) already looks looking.

SARKY GET

DEAR SATURNS,


Ah SEGA SATURN MAGAZINE is it now? OK so let's take a gambler at some new Saturn stuff then Fighting Vipers, Marx TT, Marvel Super Heroes etc. And when will those lovelies be finding their way onto the Saturn? Anytime this century? Still the Net add on will be in the shops for July 96. Must make a note of that in my diary.

But hey why worry about the future when there's so much happening right now. Shinobi X, NBA Jam, Mortal Kombat 2, Streetfighter The Movie. No lack of innovation there I like bound exhilarating stuff though perhaps a tad less exciting than the MDs current line up or even a daytime badger watch. Never mind at least we've got Virtua Cop, X-Men, Sega Rally and VF2 to look forward to for Xmas, haven't we?

PlayStation outbidding the Saturn in a sale of 8 to 1 is it? Goodness. I'm surprised.

PS At least the Saturn's TV advertising is cooler than the PlayStation's. Well done Sega!

Loi Mijalic, *Somewhere Day North.*

 Oh get back in the knife drawer. Cop and Fighters 2 will be out by the time you read this, and there's loads of stuff in the pipeline. Like WipeOut. He he. Oh and by the way, the PlayStation may be selling at a rate of 8 to 1 in one shop in Newcastle, but it's certainly not doing that nationwide.

NO WAY WAS I PAYING

DEAR SEGA MAG,

I am the proud owner of a new Sega Saturn. At first there was no way I was paying £200 for a games console so when I saw the Sega advert showing the Saturn at £99 I decided to go out and buy one. I went to about five different shops trying to get a discount as I was paying cash but





hif hi no luck. I ended up buying the machine for Jagg and as there's no game with the Saturn for this price I also bought *Vi Remix*. Imagine my reaction when I got home: opened the packaging and found Virtua Fighter included with the Saturn - now I really like *Vi Remix*, the graphics are amazing. Should I keep *Vi Remix* or sell one of them? What games should I buy for Christmas?

Darin Murray, Stevenage, Anglia

You'd be lucky to find a place offering a discount for cash these days, Darin. All these places make more money out of credit, keeping their foot in banks and racking up interest on credit: it's a cyber money society these days, you know. Cash gets you now! Anyway, it's probably a bad idea to suggest *Vi* for Christmas given your snafet of fighting games (you should sell *Vi Original Flavour*, by the way), but *Virtua Cop* is a good bet. And *Rally* is excellent if you can wait until January. Basically, you can't go wrong with either.

SAME OLD JOKES

DEAR SEGA,

May I congratulate you on your new magazine. I like the new look as it is more stylish and still has the same humour that kept me reading before. The only bad thing about the mag is the 16 BIT segment: as the magazine is for Saturn owners not 16 BIT owners. I also liked the fore video with Steve and had an idea that maybe you could give away a demo disc next time.

Matthew Best, Litchfield, East Sussex

The Magazine section is designed to appease Saturn owners who've kept their *Megadrives* [lots of people] and those who haven't quite made the leap to Saturn yet but are thinking about it very hard [lots of other people]. But thanks for your nice comments anyway. And as you're no doubt keen by now, there is a demo disc on the front of this mag. And a very good one it is too. Full of lots of lovely stuff. Stuff you can play. And we're not giving away a whole *Rally* clone without harming its sales are we? Oh no, absolutely not.

PANTS, BALLS, TESTICLES, WEE, CRAP

DEAR SEGA MAGAZINE,

Congratulations on your new style Saturn Magazine. It beats the pants off the rest with a flying backflip double somersault to the balls. As does the Saturn! Top the Saturn is definitely the Sexiest testicles of all consoles and I'm well chuffed to have said it. Talking about Sonic, the little blue spiky haired fellow has revealed his little features. Where you say? Well, he's appeared in *Bugs!* Having taken a serious cheer slump the aging little freak has now been reduced to filling in as an extra on one of *Bugs*'s bonus levels. Life's hard being a Sega sprite (a-ha!) What a shame! Loads of sympathy!

Life's also hard being a Sega owner. I know Sega are trying to make a profit but don't you reckon they're taking the wee a bit by releasing all the good new titles around Christmas? Is it marketing strategy or coincidence?

As for your *Dynasty* competition, any tips on getting a faster time as I've managed 4:00 sec but I can't see how I can improve. Am I just a loser or what? One last thing: how about a bad boy Star Wars game for the Saturn, where you get to blast the crap out of the Empire and actually get to control X-Wings etc? Is there one planned? If not, why not?

Cheers for listening

Chris Baines, Walsley, W. Wales

Was there any point to that letter or were you just writing in for a chat?

YO, SEND OUT TO THE DEDICATED SEGA CREW

DEAR SEGA MAG,

This letter is dedicated to Sega fans who rushed out and forked out. My hook is by creek. I add on a Sega Saturn. OK so it came with *Vi* and a popoff and we all felt pretty happy with ourselves.

Then it happened: eight weeks down the road the price drops by £500. I feel shocked, betrayed, disillusioned.

I think to make amends for this rip off Sega ought to give all those people who paid full price and returned their guarantee by a certain date for a game of their choice or at least send them *Vi Remix*.

What's your opinion?

Yours ripped off

Andy Paul, Gouderscroft, Walsinghampton

Well, it's not pretty, but the sort of thing always happens. Especially around Christmas. Market forces, you see. The weaker you allow Sega to import hardware cheap, so the savings is passed on to the (new) customer. It might look like it sucks, but it's fairer than ripping off all the Johnny-Come-Latelies. Your idea of a bonus voucher is pretty sound though. How's about it, Sonic?

LEAVE IT TO SATURN MAG!

DEAR SM,

I think your mag is ball, but I have two complaints. Firstly I would like to complain about the amount of Saturn reviews in your mag: why don't you leave it to Saturn Magazine!

Secondly, not long ago I sent to your mag for issue 11. When I got it I was very surprised to find that the MGA Death Chart wasn't free with it! Please could you send me the chart through the post.

It will make me very happy and grateful.

Robert Hendry, Alnwick, Walsley, W. Wales

To address your first point - er... we are Saturn Magazine, and we'll cover as many Saturn games as we damn well please. Sorry to hear about your trouble with our back issues, though. Sadly we don't have any copies of the mag or Death Charts or anything like, so I'm afraid you'll have to call our back issues department on 0182 668888, but they should be able to help.

COOL AND ON TOP

DEAR SEGA SATURN MAG,

First of all I thought it wise to make your mag any better, but your first issue of SEGA SATURN MAGAZINE is just cool, and on top of that you give away a video as well!

At the moment I own a *Megadrive* and *Mega* CD so I love the 16 BIT section in your mag. Will Sega still support the *Mega* CD because I have never seen many games in your mag. Is it worth getting a 31X CD? I love my *Mega* CD so I would like to know if it has a future, if Sega put their minds to it they could make some top *Mega* CD games. Any news about *Scratch*? I as I loved the first one!

Ross Myers, Buxton, W. Wales

See, Matthew Best, SE7 HERE's someone who likes our 16 BIT section. So stuff you. Sega have saved off a bit on the *Mega* CD, but hopefully they might release a game or something at some point. Hopefully it'll be Konami's *Pokémon* (Scratch), because we thought the original was ace too. But then they said it would be out ages ago and it still hasn't appeared even for a Preview. What's going on *Sparkies*, oh *Rocket Knight* pull of your!

This is SEGA SATURN MAGAZINE and we are your friends. We love you like brothers and sisters. In fact you are our surrogate children. But some of you are poorly little ones. Like Tiny Tim from A Christmas Carol some of our readers are Sega knowledge cripples. And like that other crippled kid from The Pied Piper of Hamlyn we don't want you to be left behind whilst all the other readers skip merrily into the magic mountain of gaming nirvana. So this is our Q&A page, where you can fill those irritating gaps in your Saturn learning. Write to us at **SAINTLY Q&A, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC3R 3AU.**

SORT YOUR OWN NECK OUT

DEAR SATURN MAG,
Just a few questions

1 Why do Sega keep ripping us punters off? I bought my Saturn in August for 1,999 RRP but as soon as the PlayStation comes out they drop it to 1,499 RRP (same as it's had!) So much for being loyal!

2 How the hell can A&A put that music on Daytona, it is absolutely rubbish and how can I get rid of it!

3 Why is the Saturn Mag £3.99 and the Sega Mag was only 10p? Is it because the Saturn is more expensive so you thought you would make the Saturn Mag more expensive?

4 And finally, those 12 pages used on the Megadrive in your Saturn would be best used for tips and cheats for the Saturn as it is a Saturn mag not Megadrive. Master System Game Gear, isn't that Sega Mag you and Sega want to sort your necks out?

**A Saturn Telling Magazine,
Manchester (presumably)**

5 Why, but there's no game with it. And anyway we've addressed this point already in letters. 6 They have no idea. No can't! I bet, we're trying to fence glibble punters like yourself. And really, it's because there was a video on the front, which worked out a bit expensive. 7 We've talked about this in letters as well. And actually, this is Sega Mag, technically speaking.

I WANT TO WATCH RUDE CDS

DEAR Q&A,

I do hope you can answer the few questions I have. 1 Will the Video CD add-on card play all types of films on CD, like CD-i etc? Could you please list what types it can play?

2 Can I get a SCART lead for my Saturn with separate left and right phone plugs for connection to my hi-fi?

3 Why haven't you got an e-mail address? 4 Is SEGA SATURN MAGAZINE now replicating Sega Magazine? I would like to subscribe but the ad in the mag looks like you will send the old ones out!

5 When I play VF on my big TV I don't get the banking mode, but on my portable I do. Why?

As you can see I haven't asked any stupid questions like your other letters (eg how many levels will Sega Rally have and what it have output?)

**Thank you,
David Boxer, Ramsons, Cheshire**

6 CD-i and any other MPEG stuff will all work with the Saturn's Video CD card. 2 Yep, ask your friendly man down at Tandy's or wherever and he should sort you out. Or the 3 Because our Executive Publisher sent our address to download progressive rock newsgroups. 4 Yes. And you'll get brand spanking new SEGA SATURN MAGAZINES in the future if you subscribe. 5 It's God rewarding you for your humility.

TRICKY TECHNICAL QUESTIONS

DEAR SAM,

In issue 1 of your excellent magazine you said that the Model 1 board fits one colour per polygon and



Making it up with the Virtua Fighter. By what game will

the Saturn V6 colour. Could you please explain the difference between this and texture mapping?

1 Could you please list all eight of the Saturn's processors as I am unclear of them?

2 Could you please say what the Saturn's known capabilities are using the SGI OS and what each processor is capable of separately and then collectively?

Thank you very much whether you answer my questions or not. That video was brilliant and makes me ever more proud to be a Saturn owner!

Steven Fenner, Rickmansworth, Herts

3 Texture mapping is the process of mapping sprites over polygons to make them look more realistic. Whereas a board, with their billions of polygons, only really use one colour per shape to look realistic, the Saturn (which can't shift the maths quite as well) requires more colours on each polygon for the same effect. 4 No. 5 Right, terrible news. Cuckoo

FEEL DE WRATH

DEAR SAM,

I was pleasantly surprised to read that you were starting a Saturn mag and you have my full support. Please answer my questions or feel de wrath.

1 Will you be giving away free demo CDs to compete with PlayStation mags?

2 What exactly will the MPEG adaptor do for the Saturn?

3 What kind of PC would be equivalent to the Saturn's processing power?

4 What probability is there that the Ultra 64 will be a serious contender to current Next Generation machines?

5 Is the 32X going down?

6 When will you stop covering the 16 BIT platform (but too soon I hope)?

7 And finally is the new Competition Pro payed for the Saturn worth the dish?

**Yours sincerely,
Thomas McCall, High Blinny, Glasgow, Scotland**

8 Yes, but not to compare with PlayStation mags as our readers are unlikely to be buying them. 9 It's the Video CD card. It plays Video CDs - all films and that. 10 A Pentium PC costing around £2,000. At least a 30 Mhz. 11 Depends what code it's handling. 12 Nothing is impossible. 13 Hey no! 14 Not for a while yet, so feel not. 15 It's OK. Give it a go in the shop and see if you like it.

SMART KID

DEAR SAM,

Right I'm not going to beg but please, please, please, please print my letter as the questions will help me make a decision on buying a Saturn.

1 Why are Sega selling a Saturn and one pad for £199 when you can get a Saturn and one pad for £199 and then VF Remake for £30. It's £20 cheaper with a better quality game.

2 Is this because you need a copy of the original VF to run VF Remake?

3 If all why can't all Saturn games be the cheap?

4 Will the Virtua Pro pad be compatible with future gen games?

5 Do you think the 3D player adapter will be worthwhile and will many games use it?

6 I think the new mag is great and the previous videos was brilliant. I'm sure whatever I'm sandwiched between this month is fab so keep up the good work!

Ben Marriott, Southampton

7 Because VF Remake is only limited edition, a Not. In the slightest. 8 In good case it's because the game had already been researched developed, so it was cheap to produce, and also the profit margin was slashed to actually shift some copies (as everyone already has VF). It was Sega's little gift to their fans. 9 Oh yes. 10 Looking at other multi-taps for other consoles it should be fairly well supported. Stuff like the awesome Guardian Heroes is already in the can, and more will follow.

WHAT IS THIS SCART?

DEAR SAM,

Please answer my questions as I am considering buying a Sega Saturn and I would be most grateful!

1 What is a SCART TV and how do I find out if mine is one?

2 Is £3.99 now your usual price or was it just because of the video?

3 If it is your usual price then what is your actual subscription fee for the UK (issue 1 had two prices)?

4 Do you plan on giving any more videos or demo CDs away free?

Stephen Andrews, Teignmouth, Devon

5 It's one with a SCART socket in the back (long almost rectangular thing with two rows of bits of pins). Also known as a Euroconnector, it provides a sharper picture than the regular UK PAL signal. It's just for the video. Or CD. Or whatever other expensive trinkets we want on the cover. But there's also the brand new gift 4.25p (because we're in addition for discounts and miles). 6 3.99 including p&p. And a bargain at half the price, given try giving the subscribers number in the back of the mag. 7 Oh hell yes.

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showcase

By

Demon

You may think you're dreaming, but Sega are ready to give you the chance to do the Lombard-a. Part of the **three-game Saturn renaissance**, Rally Championship heralds a **new level of technical brilliance** and offers a depth of play rarely seen in similar titles found on other consoles. And here, to guide you through all its glorydom is none other than road rager RAD AUTOMATIC.



All Artwork © SEGA™ JAPAN



showcase



S

be driven!!!

Castrol



MICHELIN



SEGA RALLY HIT THE ARCADES QUOTY FOUR YEARS IT WAS RELEASED BARRELS IN THE LONG TUBES TO RACE - STROKE ONLY - EVER MORE IMPRESSIVE THAN DAYTONA ON THE VEGAS! PRESENTATION HERE, ONLY SHOWN THROUGH THE ROAD, JUST ABOUT ANY OTHER MOVING RACE TO HIT THE ARCADES. SURVIVANT IN THE TOP DESIGN BY-HE CALLED! NOT A CAR, SPEED RESPONSIVE, FLEXIBLE WHEEL, WHEEL, SPEED AND SPEED RESPONSIVE UPON THE REACTION OF YOUR CAR. A SEVEN CONNECTION REMAIN UNLIT. SORRY FOR DOWNING YOU, SEGA, BUT RACE'S WHEEL ON THROUGH ADVICE. AFTER ALL, THIS WAS A BONA FIDE RACING CONNECTION FROM THE ARCADES NOT STUCK. BUT NO, FOR AMI HAVE SOME AND CONVERTED IT, AND IT'S BETTER FOR THAN DAYTONA. IN FACT, IT'S SO CLOSE TO THE ARCADE YOU PROBABLY WOULDN'T BELIEVE IT.

Of course, sacrifices have been made. The most noticeable is the loss of live rear-view mirror. This has its compensatory factors, in that most home TV screens aren't really big enough to accommodate it anyway, and it makes the game a bit tougher as it's tricky to cut off any potential overtake. Of course there's no excusing the fact that this is actually a nice, fast, fun, cheap, because everything else is present and correct, this should be a hit! And there's more, as Jimmy Cricket might have said in his unfunny heyday. Q: What's a bit more as this Showcase aims to point out, including lots of two-player live and extra tracks and cars and... nah, other stuff.

But first a quick run-down of the procedure for those of you unfamiliar with the title, perhaps you mean and don't want to let you in to arcades because they reckon they're a little bit of a scam and making fun of it. Well, the idea is this. You're driving a rally car against a number



opponents, who all start off in an unorthodox grid formation to make the game more exciting. You'll race across three stages of increasing complexity, bidding to reach checkpoints before your limited time runs out. Aiding you in your job is your computerised navigator, who shouts out the direction and severity of each turn as you approach it, along with helpful hints like "Whoah!" when you go over a bump or hit a wall. You can make life harder (or at least longer) for yourself by toggling the usual single lap in Championship mode. Or hone your track knowledge in a Practice game, competing against one other car. Hell, you could even switch on the Time Compare option which periodically informs you of how close to (or far from) the best ever recorded championship record time you are.

And that's about it. You know what it's like with driving games: they're not exactly known for their surfeit of special moves or coloured block alignment techniques.



Beet



THUNDERSLEY INVACAR

Actually, it isn't an Invacar at all, it's a Lancia Delta. But we've given it that nickname because it's the car designed for the "entry level" player. That means that whilst it's compact and manoeuvrable it doesn't go as fast as the other cars. Perfect if you're no good at Sega Rally, but not so perfect if you're looking for some ace times and an overall first place victory at the end of the tournament.



Coming up here are a couple of jumps, but there's nothing to get too worried about.



Watch! Take it easy there buddy. You need to do a long, easy proving of the brakes. Maybe.





TOYOTA CELICA

A bigger car, and as a result it takes a bit more swing to get your rear end around a corner. But there's a compensatory boost in speed which makes a lot of difference. Whilst perhaps not the best vehicle for learner drivers the Celica is usually the car of choice for more experienced players, as once you've got a handle on steering the thing the higher velocity top-end gives it road-making potential. Unlike real life

In two player mode, each player can choose either car, and there's a billion of options to choose from too, including a headstart and time lag mode.



(Above) The excellent two player mode shows that this is the best racer on any console.

A nice ring bit of the course, no doubt followed up by loads of really difficult bits.



As easy right followed by an easy left. And yet, this is one of the scariest parts of the course, although the track in general is more complex than the desert stage.





You played yourself

As driving games become more realistic, more and more emphasis is placed on technical driving ability and the knowledge of how best to handle a corner. At first it's all a case of sliding around fairly aimlessly, trying to take corners without actually bashing into the sides of them. After a while, once you get used to the layouts of each track it's time to start thinking ahead. This means working out how to approach a corner to get the best line around it, plus realising out the best point of exit to set you up for the next corner/obstacle. Two viewpoints make this a bit easier as you can always use the outside view to plot the position and behaviour of your lovely little car. But Sega, being the dimmed geniuses they are, don't think that this is good enough for their valued players. No, they want you to have the best possible training for lengthy record-breaking sessions lasting months and months. So they've gone and invented the Cheat Mode. Actually, they didn't invent it. A primitive version was seen in — how long — Mario Kart a few years ago. But it wasn't as clever as this because it didn't use polygons. Anyway, the Cheat Mode is a personal best timing option, which records exactly how your best race (in three lap time attack mode) was won, and replays it using a special translucent automobile during your next practice race. This means you are, to all intents and purposes, racing against yourself (or whoever else has the best lap). It also means, if you're not in the lead, you can study how that top lap was obtained and how the effort could be improved.



Hey, it's so easy left! But really shouldn't be mounting the pavement at this stage.



So this track, you'll pass through a tree. But there's no people.





showcase



Sega did have to make some compromises in the two player game - most noticeable is the lack of steering spectators.

Follow that car!

They say that virtue is its own reward. But what if you're evil but good at Sega Rally? What reward is there for you then? Well, there's the ego-sating Replay option for starters. Should you crack one of the top five lap or race times in Time Attack mode you're treated to a full play-back of your efforts, from your choice of the two regular views. Even greater booty awaits those with the skill to complete the full game (including Lakeside) whereupon a full multiple camera cinematic vision of your triumphant Lakeside race displays itself, which you may watch at your leisure (as our American cousins would put it).



Thankyou for your custom

Pecidiety players who don't like the idea of any of the cars on offer have a life-saving option open to them. It's the car customisation option, which facilitates the creation and storing of up to four new cars. Alright, so they're built on the frames of either the Toyota or the Lancia, but it's what's inside that counts (as your gran always said), and you've got pretty free reign to tune those babies to your individual style. Pick a chassis and transmission as normal, and then mark the following categories from from one to five:

HANDLING How quickly and acutely your motor snakes itself around a corner when pressed. Hander steering produces more rapid and severe cornering, softer a gentler but slower turn.

TYRES Hard tyres? Or soft flabby tyres? Which would you pick? They're all got their own advantages and drawbacks. And the decades... in years.

FRONT SUSPENSION Basically, how bouncy your front wheels are. Obviously this makes for better steering on smoother surfaces, but can send you leaping all over the shop on the bumpy bits.

REAR SUSPENSION Bounciness of back wheels, which affects the turning curve of your rear end. It's not a good idea to mis-match front and rear suspension too greatly.

BLOW OFF VALVE Quite frankly we haven't got a bleedin' clue what this does. Perhaps it has a big temper tantrum if you crash too much.



...they don't look very distressed do they? EVEN UP THE LOVE GIRLS, IT ONLY ONE OF THE BEST GAMES EVER ON THE SATURN SO WHO'S BOAST? Better's come to them down south good, then I? Perhaps they do like kind of thing all this time and for them it's just like going to a really boring office job. But I doubt it.



It's a split screen... think about it

Two-player games are ace. They're a great opportunity to undermine social hierarchy and to balance long-established relationships by bringing rivals upon less talented players. Indeed, the loss of respect triggered by gaming slackness could eventually lead to the rearing of the industrial class from its social dolls, leading to a cycle of loneliness, inadequacy and depression... all arising in a messy suicide. So bring out more two-player games, we say. Anyway, Sega really is doing its little bit to keep the Saturnians in business by including an unfortunately decent split-screen doubles option. Before you ask, no, there isn't a link-up game compatible with the live-wire communications lead, so this is a blow-stroke for all those people who don't want to lag in Internet and TV games to their water houses (or more likely, don't want to shell out for their own copy). Basically the screen is divided horizontally across the centre and each car races around one of these newly-created mini-courses in whichever of the viewpoints they fancy. You might expect this to

have a particularly detrimental effect on the game speed and complexity of feature mapping. But how wrong you'd be, as it turns out, how shamefully wrong. Things look along at the same speed with most of the detail you'll have come to know and love in one-player mode (except for the spectators). And that's not all, there are also millions of options to tweak the game to your own style of play. Well not millions, but options at least. And so, coming close to this game like us, we know about these things, we'll detail the most exciting of them right here.

Laps

Set the number of laps you'd like to race across. Short races are for big shots. Longer races are for real men who aren't scared of miles.

Time lag

A more Sanicore way of deciding victory is the time lag. Choose a number of seconds from one to ten, and once the time difference between the two cars reaches that number the lead car is proclaimed victorious. Obviously this makes it pretty hard to win if you're playing against someone as good as yourself. Use it More Machines.

Head start

If you're a dandy dandy off who can't help but lose it up over your friends at games, you'll love this option. It gives one player a head start, so the other, supposedly better, player has to catch up ground. Not so effective as a spring tactic over extra than one lap, however.

Boost

The option options were made for. This boosts the top speed of whichever car is running second. For starters, this makes it easier to catch up and even out the odds. And for finishers it increases the speed of gameplay nominally because... well this is the clever bit — one player is always behind the other. Good job.



lakeside

We've already mentioned the secret hidden Lakeside course, but given the amount of interest in it, we thought it might be nice to tell you about it in a bit more detail. Lakeside appears on the course select screen as soon as you manage to finish the daily Championship in first place. Your ranking on the first two courses is unimportant, although you must complete them both. Lakeside is a super-tough advanced course set in leafy autumnal surroundings comprising of a series of ultra-tight bends and incredibly narrow straights. Indeed, it's almost impossible to overtake at any point on the track, as slowing off to the left or right bays you into hard compacted mud ridges which slow your vehicle down to a standstill. But it's worth persevering as an extra-special surprise awaits those who complete Lakeside in Numero Uno position...



Exclusive!! BLUE STRATOS

Sounding like a pair of Gladiators ("...and next up on Death Match we have Lancia and Stratos — another one bites the dust") the Lancia Stratos is actually the extra-special surprise awaiting those who complete Lakeside in Numero Uno position. It may not shock you to hear that this is in fact a new car, one with a turbo-powered engine which most mechanics would find quite hard to believe. But just to fox players, even once the Stratos is available to you it doesn't appear on the car selection screen. In order to pick the new car you'll have to learn the secret of pressing Right on the joypad until you pass all the other cars on the select section (or left if you'd prefer the Automatic version), then then does your favoured transport appear. Needless to say, thanks to its speed and lack of weight, if you're not a particularly good driver you'll never be able to handle the Stratos. But then you'd never have been able to access it either. But for those of you who can't, here are the WORLD EXCLUSIVE NEVER SEEN BEFORE ANYWHERE shots of the very scooter itself.



AM3 speak!

We are Sega Saturn Magazine. Hear us roar. Such is our power that we have summoned AM3 to our portal and questioned – nay, interrogated – them. It was not an option for them to refuse. Here are their opinions, wrenched from their souls with Riganian Psych-probes. Our thanks to Rally designer Atsuhiko Nakamura, AM3 producer Tetsuya Mizuguchi and all the other handsome members of the team for being lovely.

SSM: How easy was it to go about converting Model 1 technology to the Saturn with Rally?

AM3: On the technical side we have remade it to a considerable degree. Almost completely. We used the [arcade] graphics to some extent, referring to our original data. But as for the program, the power of the machines is different. The arcade version updated at 60 frames a second – we made it 30 frames which meant we had to make quite a few fine changes in the game's parameters. So, it was almost completely remade.

SSM: There are differences in the ways the Model 1 board and Saturn handle polygons and textures. How can you produce such a close graphical replication on a machine which can't technically handle the polygons displayed by a Model 1 game?

AM3: There are polygon models [from the arcade version] which have texture, but the arcade version has monochrome texture. The polygon count is lower in the home version [but each individual texture can have 16 colours – SSM]. We played the arcade version many times to see the data which is the basis for our programmer and designer.

SSM: Rally was produced, incredibly, without the benefit of the SGL OS. Why not? And what differences did this make?

AM3: When we started making the [program] environment, the new operating system had not been completed. We had to go our own way, which took time – the team was good.

SSM: The big question is how did you capture such a feeling of realism in the gameplay?

AM3: Our designers went back to the arcade version and worked out the locations, drew pictures and captured the atmosphere and the feeling of distance. Then there was about two weeks of discussion on their work. During this time they worked on the car settings and we had Mr Toshio Fujimoto – winner in the Toyota Celica car to advise us. Then Mr Nakamura, Mr Hattori [conversion team members] and Mr Fujimoto went to the Asian Pacific Indonesian Rally for three days and studied the cars. They actually drove in the cars, saw how they moved and how the settings should be made.

SSM: So it's technically a Toyota Celica simulator?

AM3: They're general – not just about the Celica. They include other details including Michelin tyres. We didn't want it to become too complicated.



Have you ever seen anything like this on outside over before?

Not a bit-up game, but a split screen two player jolly, which is just as good. Great.





showcase





Have a go HEROES



In the past it's been the likes of *Dynamite Headdy*, *Gunstar Heroes* and *Allen Soldier* that have ensured *a golden reputation for Treasure software*. Now, with the arrival of *Guardian Heroes*, they've pulled *another classic* out of the chest. ROB BRIGHT goes in search of a hero or two.



WHEN YOU FIRST GAZE UPON THOSE HUGE ALMOND EYES, THOSE GARGOLY DYED-HAIR, THE SLAMMING EMBRACIST WHIRL WITH THE LILLES OF 'DOCTORMAN AND THE THREE MORGANSHAWNS' AND 'GIRLS OF SOSS' OF PRINCE MAMMOTH LINGERING IN A BARRI, THEY CONTAINED MORE EPISODES THAN THE ADMIRABLE DUBBED 'HERO' → THESE AND OTHER SUCH CURIOSITIES REMAIN MYSTERIES, BUT THERE'S NEVER BEEN A STUNNING BUDGET TO THEIR POPULARITY. TREASURE SOFTWARE'S ENTHUSIASTIC USE OF THIS ICONOCLASTIC STYLE HAS SET THEM UP AS LEGENDS AMONG THE GAMING COMMUNITY, AND THIS HIGHLY SUCCESSFUL AND POPULAR FORMULA IS MAINTAINED WITH *GUARDIAN HEROES*.



A kidnapped prince, the battle between good and evil, an age of warlords, chaos and magical wizards — *Guardian Heroes* contains all of the necessary ingredients for a typical fantasy adventure. But this is no role playing extravaganza. Instead, *Guardian Heroes* sees a band of youthful

whirls fighting their way through hordes of armour-clad enemies, giant wolfs, and a corrupt wizard here and there.

Keeping up Treasure's reputation for chaotic gameplay, *Guardian Heroes* sees one or two players battling it out with literally hundreds of enemies, and they aren't weaklings either. Each opponent has their own power and stamina bar which means if you're doing battle with five or six of them at a time it's like being stuck in the middle of a rack with a load of Glaswegian bear monsters. Fortunately our heroes are quick on their feet, have a devastating range of moves and even some magic spells up their sleeves.

To top things off there's a versus mode that accommodates up to six players. This is useful for refining combat skills as well as being a damn good laugh. The final thing touches are being put to *Guardian Heroes* as we speak and you can expect to see it on the shelves in spring. For now though, sit back and relax. Here come the heroes!

>>



showcase

AN HEROIC QUARTET

Guardian Heroes offers the player a choice of four characters, and while each of them sports the traditionally wide almond eyes and strangely dyed hair, they also possess their very own unique talents that make them the colourful individuals they are. Here's a look at them in action.

HAHN SAMUEL:

The first couple of things you'll notice about Hahn is that he wields a mighty broadsword and that he's mighty broad to go with it. Because his best asset is his strength, he doesn't have much in the way of magic. Just about the only spell he can pull off is the fireball, and hell, everyone can do that! However, after the first boss has been confronted, Hahn is given a new and more powerful sword and this he carries with him for the rest of the game. Some of his talents with it include a thundering downward slash that practically cleaves enemies in two, a power lunge that sees him make use of his oo-lie shoulders to storm into opponents with his blade blazing, a side swipe that gets them right in the gut and a spinning swipe that deals with enemies attacking on both sides.



Hahn's range of sword attacks is truly devastating. When making improvements to him don't worry about this aspect of his abilities. Concentrate on increasing his magic power.

RANDY M. GREEN:

Perhaps the most bizarre of the characters on offer is Randy. Looking like Lawrence of Arabia and carrying a staff reminiscent of Moses, Randy has a companion in the shape of a tiny and fluffy bunny. Most of Randy's usual attacks involve the use of his staff. He can wield it like a sword, sweeping down on his foes, spin it like a baton and even concentrate a blue energy ball in its tip and prod enemies with it. He can also pull off a rather feeble spinning kick. As for magic, well, Randy has the familiar fireball and lightning spells and a couple of his own thanks to that staff of his. The first of these is a fire storm which sees the energy centre around the staff head and then invoke an eruption of flames around him. The second is a freeze spell. Again the energy centres around the staff in the shape of blue light. This then transfers to the ground around his feet. Any enemies standing on it go as frozen as ice pops and it's then simply a matter of bashing them to bits. But what of the bunny? Well, it goes all aflame and hoses it on enemies!



That bunny is one of most bizarre things you're likely to see in this game. It spontaneously combusts and... WO! I ask you!





Nicola releases a power beam. Any enemy within its range is catapulted into the air!



This is the first boss to materialize. The only character that can beat it is the hotspiral.

showcase



NICOLA NEIL:

As far as physical strength is concerned, Nicola is far from impressive. In fact she looks like she'd have trouble karate chopping tissue paper. Her donkey kick and punch are both equally puny and aren't really worth bothering with. But where Hahn has physical strength, Nicola has psychic strength and plenty of it as well. She can regularly summon up a power beam that damages any enemy standing near her and whimsically release stars with her wand at any moment, although these don't cause that much damage to opponents. What Nicola does best though is cast spells. She has four in all and these include the standard fireball, a green dome spell that surrounds her and protects her from attack, deceptively cute pink stars that transform into a pink glow beneath her feet and prying faces which she summons with her wand and which leave enemies dazed.



Using the hidden power of the BPN, this raises the sunbeam up really fast with her wand. Wicked, sorted etc.



IBUSHI GINJIRO:

Ibushi is probably the most well balanced of all the characters. I don't mean that from a psychological perspective you understand but in terms of the mixture of physical and magical abilities. His ninja agility makes him stand out from the crowd, what with his roundhouse kick that is capable of taking out about five enemies at once, his spinning punch that sees him twirling like a ballerina, a speed punch that would put fly weight boxers to shame, the ability to throw, a jump kick and a rather impressive spinning lock that he executes in mid-air. As far as spells go, Ibushi has both the fireball and lightning spells like Nicola. Two spells unique to him are the teleport which sees him disappear in a rush of static and reappear somewhere else (something which is useful for escaping the onslaught of a crowd of marauding soldiers), and an electric storm which releases a trail of current.



He looks a bit like Hahn. Head really doesn't help. Apart from the purple hair of course. By the way, if you're wondering why he's turned blue in the shot on the left, it's because he's about to do his teleport spell.



SEGA SATURN



THE BODYGUARD

So you're looking at the screen shots and you're wondering: who is the diminutive bodysub that big fella in the golden armour is eh? Well, he is quite simply a guardian hero and his job is to do whatever you command. He arrives in time to defeat the first boss and stays with you through thick and thin afterwards. There is an option which gives players the choice of where to position him. If you're a bit yellow for example, you might want him placed in front of you so that he can hack through any enemy approaching. Or alternatively, you might want to position him behind you to check for sneak attacks from the rear. Don't think though that having him around means that you can take time out to have a spot of packed lunch. The dark forces approach thick and fast in Guardian Heroes so you're gonna have to get involved in the blood and guts of battle whether you like it or not.



Where is position the bodyguard is activated by using the thought bubble. 'I hope it's for is though, he takes a bit of a beating when the old wizard turns up. He doesn't have much to say for himself either. Still, look on the bright side — he's not Kento Gouzen.



HOME IMPROVEMENTS

Every time a level is completed a screen comes up which gives you the chance to improve on your character's abilities. Obviously because it's all written in Japanese, it's a bit of the tricky side to understand, but a touch of home-grown common sense is all you need before that it enhances your physical strength, your speed, stamina and the power of your spells among other things. In fact, by the time we see more than some because as you increase the power of your spells they go up and naturally more formidable.



There are lots of awarded sequences in Guardian Heroes. They mostly occur after a level is complete and are totally unobtainable, written in Japanese as they are.



showcase



Sometimes the action on screen gets so chaotic you'd think you were caught in the middle of a scene from *Braveheart*. At times like this simply press all the buttons.



AND THERE'S MORE!

As if a full scale platform beat 'em up wasn't enough to keep your blood just satiated, *Guardian Heroes* also includes a one-on-one beat 'em up. Well, I say one-on-one but you can actually have six players fighting at one time in an all-against-all battle bonanza! The moves each character is capable of are the same as those they have in the platform element of the game. Even Randy's little bunny gets involved in a bit of scuffling, and because the fatty little blighter is so small and difficult to hit it often wins as well!



Look yeah, you might well be giving young Randy a good going, but just you wait until that bunny gets going. It's a natural born killer I tell you! Beware the bunny! Beware the bunny!





Renowned as the **first beat 'em up** to dip a tentative toe into the next-gen console market, **Toh Shin Den** established itself as the initial standard bearer. Naïve days indeed, and since then Toh Shin Den has found itself floundering amid its **esteemed successors**, Virtua Fighter and Tekken. **Can it still cut the mustard** on the Saturn? ROB BRIGHT gets out the Colemans and takes a look.



THERE WAS A PARTICULAR EPISODE OF FIGHT BACK IN MY SCHOOL DAYS KNOWN AS THE 'YOU THROW THE FIRST PUNCH SCENARIO'. IT'S ONE THAT MIGHT BE FAMILIAR TO MANY OF YOU. THIS IS WHERE BOTH ANTAGONISTS HAD ADVANCED A FIGHT, BUT WHEN IT CAME TO THE CRUX, WE'RE MORE THAN A LITTLE RELUCTANT TO GET ON WITH IT. THEY WOULD NORMALLY NO HESITATE IN THE SUBSTITUTION CROWD UNTIL IT WAS EITHER ABANDONED, OR ONE OF THEM MADE A SURPRISE ATTACK WHILE THE OTHER WAS WALKING AWAY UNDER THE ASSUMPTION IT WAS ONE. AGAIN, THE NEUTRALITY OF CHILDHOOD EN?

Alternatively, inviting one of the characters from Toh Shin Den to throw the first punch would of course result in getting hit. There are no lurking pacifist tendencies or hints of yellow in the band of rough and tumble. No sir! All eight characters pride themselves on their fighting skills. After all, they wouldn't go getting themselves in one-on-one combat otherwise.

As the parties have come to expect from the new league of 3D one-on-one beat 'em ups, each character has a vast range of moves to exploit and their own surprise special is at hand. Each fight takes place in a specially designed battle arena. Beyond this you'll find a bottomless drop so don't think running away can save you. To top things off, Toh Shin Den comes with its fair share of hidden characters. Do battle with these and even play as them as well. Just remember to throw the first punch ok?




Kyle demonstrates how to make a big splash on the dance floor with his Breakin' spirit.



Rags gets ready for a surfing session out while Dave desperately tries to make friends.





showcase



**You
want
some?!**

**EIJI SHINJO**

Eiji is what you might call the standard combatant in the same way that Ryu tends to be in Street Fighter. He looks quite a lot like him as a matter of fact. Eiji's weapon is the trusty sword which he is particularly adept at using. His specials involve a blazing thrust with the sword and a fireball which emanates from the end of his sword. The nimble fella also does a rather useful sliding attack which trips up his opponents. Eiji's special when under pressure is a combination of sword moves and an upper cut which works to excellent energy draining effect. Eiji and Kaylin tend to be the most well balanced of the competitors mixing agility and speed with a good measure of power.

**KAYIN AMOH**

Kaylin's moves and style are similar to Eiji. Both of them use a sword and both of them have a penchant for fireballs. One of Kaylin's most impressive moves borrows a bit of inspiration from Jean Claude Van Damme by twisting 'tilt' into the split! If he does this special while in mid-air he does a gymnastic flip lock instead. His other special involves a forward thrust with his sword which works in a very similar way to Eiji's, and sees him charging furiously at opponents with his sword blazing. The most visually satisfying move from Kaylin is his combo which has him do his split attack three times in a row followed by a flip lock! Kaylin has made no plans to have kids by the way!



Are you sitting comfortably? Good. Now it's time to enjoy a stunning sequence from Bob Shin Ben. Here we see Bob making the most of his special thrust attack, as this is powerful his opponent, the Shin clan Kaylin with a series of repeated blows. Even if his opponent blocks or dodges Bob is still able to attack them because through some magical ability he's locked on to them.





MONDO

Dressed in regal purple robes and carrying a tall staff, Mondo cuts an aristocratic figure. His moves are equally refined displaying a regimented and precise style of combat. The first of these proves the dexterity of the man's hands with the staff spinning like a rotor blade into opponents. The second special is similar but this time Mondo jumps into the air with the staff spinning in a kind of upper cut. Also, if you repeat the special while he's in mid-air, he hangs suspended and throws down a fireball. One of Mondo's latest moves though is his impaling throw which sees him lift the unfortunate opponent up on his staff and swing them round a bit.



SOPHIA

Looking like a fiery politician's nemesis, Sophia is clad in black leather and uses a whip as her weapon. There are a few special attacks she can do with it. Firstly, with a bit of whip lash she releases a blue ring which bounces towards her enemies like a hula hoop. Her second special sees her spinning towards opponents like a ballerina with her whip twirling away. In her best special though Sophia releases a furious barrage of combination attacks that would put Indiana Jones to shame. Sophia is one of the most agile competitors in the game, something demonstrated by her thigh kick which sees her bring a leg over her head and bonk her surprised adversary on the head!



DEMI-GOD OR SEMI-SPOD?

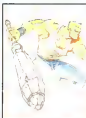
A one-on-one beat 'em up without special moves makes about as much sense as floating like a butterfly and stinging like a bee. With Fish Shin Den, players have a choice of whether to have the character's special moves at the touch of a button or whether to use a combination of pad movements and buttons to pull them off. It's better to do the latter because this leaves buttons free for the usual punch and kick moves, and besides, we're not feeble nancy's who can't handle some dedicated pad control, yeah!





RUNGO IRON

Whatever Run Go lacks in speed he more than makes up for in size. To compliment his huge physique he also sports a gargantuan stone club. He makes use of it by crashing it against the floor to cause a chain reaction of flames which trail out towards his opponent. Another of his specials is similar to this except after pounding the ground with his club a fireball rises up catching his opposite under the chin. Other tricks with his weapon include simply bashing opponents over the head with it, a power barge where he uses his shoulders to drive into opponents before swinging his club round into them, and a power jump which counters attacks from the air and is accompanied by a sufficiently primitive roar.



FO FAI

Old he might be, but Fo's grandad wisdom and pensioner cunning reveal themselves in his special moves. This is of course helped along by his lengthy razor claws which gouge away at his assailants. But by far Fo's most useful attack is his giant blue fire sphere which he can use in two ways. He either aims it out in front of him or — much more fun — climbs on top of it and rolls it forward into his opponent. Another of Fo's specials is his lightning jump which sees him leap and claw anything threatening to descend on his meditative frame. In fact, Fo is fairly agile for an old codger, as is exemplified by a move like his diving trip which whips away the feet of his assailant.



HIDDEN CHARACTERS COME ON DOWN!

There are three hidden characters in Tekken 3 and there may well be another but we haven't found it yet. The three we've found are Cupido, Gals and Shio. Shio uses moves very similar to Gaji and Kyojin but is considerably stronger. Gals is a huge kind of cyborg capable of enormous fireballs and sperting a couple of arms that lurch out from its shoulders. Finally, there's Cupido, a sort of cabwoman who carries about her person a rather large scythe which she seems fond of angling people with. Each of these characters also has their own stylish arena, so why not admire the view before you get the crap beaten out of you!





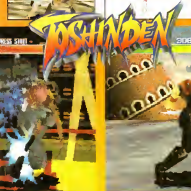
ELLIS

Judge Yoda by his size would you? Of course not. By his GCSE results maybe but that's another matter. The same goes for Ellis, a petite fighter but mean with it. Ellis is the most nimble and agile of the competitors in Yoh Shin Den, and she couples this with expertise in handling a pair of daggers. Ellis actually spends much of her time in the air, whether it's her lightning attack in which she whizzes about and into her opponent, or her thrust attack which works in much the same way as Bj's and Kaye's. Another of Ellis's specials is a dagger lunge where she extends her short reach with a slight leap.



DUKE B RAMBERT

Wielding a sword the size of a small motorway, there's no prizes for guessing what Duke does best. All of Duke's specials involve his sword, whether it's spinning on the spot before executing a downward lunge, barging into opponents and doing a somersault before sinking his blade in, leaping into the air with his sword looping up, or making a downward stab from mid-air which really takes the life out of his opponents. Another of Duke's characteristic moves involves grabbing adversaries around the neck and bringing their head down on to his knee. Because his sword is so long Duke has an admirable reach which tends to give him an advantage over those opponents who don't have fireballs.



Ellis goes air-spinning with Sephiro makes ready her whip to offer the whip-stopper another lash.



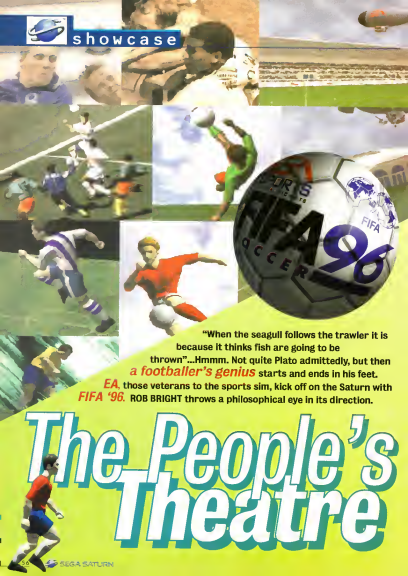
That analysis and confide he demonstrates his diving lunge which trips up the unsuspecting Kaye.



(Above) Ellis here. Would you know that she's not happy with his staff? (Right) Duke's shows off his latest trick, swirling along his fantastic blade! (Below right) Duke and Duke get into to men with weapons the size of motorways!



showcase



"When the seagull follows the trawler it is because it thinks fish are going to be thrown"...Hmmm. Not quite Plato admittedly, but then *a footballer's genius* starts and ends in his feet.

EA, those veterans to the sports sim, kick off on the Saturn with **FIFA '96**. ROB BRIGHT throws a philosophical eye in its direction.

The People's Theatre



The keeper is up like a wall! Player's can choose between manual and automatic keepers. If you're any wiser you'll pick the automatic one



Here's all of the leagues on offer. The stylish Italian game, the fast English game and the, um, Bundesliga game.



As well as international sides, you can also select club sides. Here's a snarl up of ten Premiership games.

SOMEONE THINGS THERE TO BE HAPPENING IN THE PREMIERSHIP OVER THE SUMMER. ON THE ONE HAND WE'RE SEEING MORE AMAZING FOOTBALL THANKS TO A NEW COOPERATION OF TOWNS PLAYING AND ALL OF THOSE GLADY FOREIGN IMPORTS. ON THE OTHER, BURNING TEAMS ARE STILL A BIT OF A MYSTERY IN EUROPE CHAMPIONSHIP IN THE HIGHLIGHTS OF BLACKBURN IN THE CHAMPIONS LEAGUE. EXACTLY THE REASON FOR OUR CONTRIBUTION IS A TOPIC FOR TWO PROFESSIONALS AND TWO PUB WINE. BUT WE'VE ALWAYS TOOK COMFORT IN PLAYING HIS DISAPPOINTMENTS ASKING ON A FORTY-THREE. WITH FIVE'S arrival on the Saturn, it looks like the benchmark for such games has been established. Essentially it's no different from its popular sibling on 16 bit, although naturally there have been improvements in speed and graphics, as well as incorporating a much wider range of teams from international to club level.

And you can take a sim with all of the options and tricks imaginable. It contains very little if the gameplay is a shambles. FIFA '96 looks like it's designed to dodge that particular trap and, like the charming Cunniff, would rather play football.



TACTICS LADS TACTICS!

As has become the norm with football sims, FIFA features plenty of options that enable the player to alter how the team plays. In fact FIFA has kept the same system of team coverage, team strategy and team formation as they used when FIFA was released on the 16 bit machines many moons ago. These options decide whether you want to play attacking or defensive football, in which areas of the pitch to concentrate your players, whether to use a sweeper system and so forth. Naturally there is also the opportunity to make substitutions, choose between automatic or manual goalkeepers and decide on how many genuine football rules like offside and fouls you'd care to have.



Right Liverpool celebrate a victory over Blackburn. No surprise there then



JOIN OUR CLUB

As well as featuring a fine selection of international sides, FIFA '96 also comes with the best of the club leagues. Well, I say the best but for some bizarre reason the programmers have decided to include the Malaysian league among this bunch! Anyway, the great thing about having proper club sides is that you're able to play an entire season. Not only this, but all of the real players are in there (according to 1994-5 season). EA have also included all-star teams so you can play one of those long forgotten England v's The Rest of the World style matches.



There is the basic but recognise that according to FIFA '96 Schwarz is still in the Arsenal side, if only it were true.

Strong midfield? This is team coverage you want them dominating most of the park.



The Arsenal team line up is typically regionalised football.



Jewson celebrates going ahead over AC Milan. There are plenty of celebration styles for the deserving player including the infamous Kiessner dive!



'Everything I know of morality, I know from football!' So said Albert Camus, existentialist novelist and an international goalkeeper 'Gone or then you stage'. So said Vasey Jones, A girl.





FOOTBALL FOR ARTS SAKE

Is football an art form? Ultimately it depends on who you're watching. If it's Le Tissier then we're talking Byron, but if it's Vinny Jones then, well, it's Sunday league football at its best. Fortunately there's none of that kick 'n' run tedium in FIFA '96. Each player is gifted with hundreds of frames of animation which means those volleys, diving headers, bicycle kicks and serene set pieces all look as beautiful as they deserve to.



Two players up for a header. A photograph will probably be taken of this piece of action and the image will end up on the front of birthday cards everywhere, proving of course the players are all from the Seventies.



Let's like two great ghosts of international football, Brazil and Italy, battle it out in another classic contest. All of the players you saw in World Cup USA are there: Romario, Ruggie and Balaña among others.



FOOTY-V

FIFA '96 comes with a media coating to give the impression you are participating in a televised match. That guru of armchair football John Motson does much to invoke this atmosphere, as do the seven available camera angles and the instant replay facility. Moty's commentary succeeds where so many other attempts have failed by keeping his comments to a minimum — the name of a player here and there and the occasional burst of enthusiasm. It's a shame he can't be more like this in real life!



Should the ball fall? That's right, stay poised! Mark it! Mark it! Use the speed!

Use the back door! Alright, square ball model if in doubt kids it will have a crowd! Oh.





Greetings. I come from a distant land known as Arakafafa. Once, we lived in peace – a happy sort of lot, with little to occupy ourselves except **peace, love and understanding.** That was until Ciryanklost came along. Between him and his one-eyed adorers, he's managed to break our happy home into tiny bite-sized chunks. So, me and a few others are gonna **start a revolution, man!** We're gonna fight in the streets, in the schools, in the pub after closing time – you name a place, we'll fight there. What's that? You want to join? Well, you'd better see our leader, **SAM HICKMAN.** She's the one in the hessian sack, pooling strands hearing herbs in the corner.

Murder, Mystaria Suspense.

OKAY THEN, IS THAT'S NOT EXACTLY TRUE. BUT YOU KNOW WHAT I'M ON ABOUT DON'T YOU? MAYBE THE LETTERS R, P AND G TO ANY GAMEPLAYER ARE CHANGES ARE THEY'RE SILENT BARBINGING ON ABOUT LARDER FROM AKA, BRILL PITCHER MURDER POIN AND THE HALLWAYS ANGEL SWOON. THEN SILENTLY AFTER THAT, YOU'RE BE MAKING YOUR EXTENSIVE TO SAYIN. BUT HEY, THERE ARE A FEW EPIC WORTH PLAYING ARE SURELY, SOMETIMES YOU CAN EVER CLEAR ENJOYMENT FROM THEM.

Take the Shining Force series. Why, these alone still make the Megadrive worth considering, even though it is fast approaching its 'yawning' years. In fact, it's quite likely that some people bought the console for these titles alone – the depth of play and sheer lusciousness certainly make it a worthy purchase, and in its day set a standard of adventure that was unequalled on the Megadrive. Which is probably why *Mystaria* has basically lifted the main concepts in the game, balised them around a bit and pilfered them for use on the Saturn. All very well and good, you may be thinking, but what exactly does this mean to me, Virtual Techno kid of the twenty first century? Is it a next generation product, or what?



ONCE UPON A TIME

Well, we'll come to that bit later. First, let's have a little bit of story. Once, there was a land called *Mystaria*. And everyone who lived there was a happy, funny, bitty sort of chap. There was no fighting, no poverty, just good old peace and harmony. Which, as a matter of fact, suited the people that lived there just fine. The queen did her yearly rounds, gave her annual speech, and the people did indeed look up to her. But, in the true spirit of the modern monarchy, corruption reigned supreme and when an evil tyrant named *Rane* came along demanding control of the country, the Queen frowned at his feet and handed over complete rule to him. Which, looking back on it, wasn't a very good idea, because since then, *Mystaria* has been a terrible place to live – you can't say what you think for fear of reprisal from one of *Rane*'s cronies, and everyday life has become an endless string of toil and trouble. But there are a few people determined to stand up to this dictatorship and together, they might just have a slim chance of doing something about it. And that's why they've decided to team up and fight the forces of the dark side.





Although it's a strategy type game, each character can only move around within a certain area, like in *Shining Force*.



ALL FIRED UP

Once the warriors have got to know each other a bit, they decide that the best thing to do is go in search of the evil Lord Ibane. However, this proves to be a little more difficult than they previously thought, as Ibane has posted many soldiers in the surrounding area. They decide to pay a visit to his castle, but to get there, they'll have to cross a treacherous forest filled with merciless warriors. The bond do their best to fight off the enemy, but with little experience, no magic power and few weapons, they find their attacks are almost useless. To make things worse, Ibane, Ibane's protector, turns up in the forest for a bit of a flirt, and try as they might, the warriors can do little to damage his devastating power. So, to rub things in a bit, he casts a huge fireball over the bond. This destroys everything it touches—except for the warriors. They're immediately taken prisoner in Ibane's castle, where they're left sweat it out for a while.



At the end of your character's first match of the day, you can watch him (the 3D mode, where you'll see your own being played out).



After losing the guards in the forest, the warriors are taken prisoner in Ibane's dungeon. How will they escape without the help of an insider?



AH! I'VE BEEN WAITING FOR YOU...

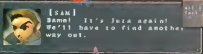
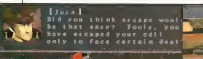
So. After just one battle, it seems as though the warriors' days as vigilante fighters are over. But wait! Three of Ban's men have defected from his camp and have taken it upon themselves to rescue the group. They've gifted the keys to the dungeon and have urged the party to make a break for it into the surrounding hills! Of course, they have no choice but to follow Ban's brothers and after a quick discussion, Katschi, a naga crow, Aletha, an ace crossbow handler and Rakko, a young ninja, join the group. There's plenty of guards to destroy along the way, and after locating the whereabouts of the dungeon key, the heroes decide to make a break for it. But wait! Jura has once again located the warriors and appears just in front of the staircase exit! This time he's happening mad and determined to destroy the warriors once and for all. Luckily, Hector discovers an alternative exit and once again, the warriors have escaped by the skin of their teeth.



It's best to make sure that the weaker fighters are surrounded by stronger ones.



A fireball is one of the easiest and most effective magic spells to perform.



G'DAY MATE!

It's not long before the group stumbles across a town known as Queensheart. It's a pretty friendly place, and it also sells tools, armor, weapons and magic. You'll also get the chance to save your game here, and each character's energy and magic levels will be restored. If you're undecided about what to do next, you can chat to the people in the village, who will promptly inform you of the destruction that Ban has inflicted upon their surroundings. They also speak of a wise man who is able to help them in their quest, although he lives far away at the top of the mountain. However, you can't complete your quest without his help.



Queensheart is a good place just to relax, and buy a few tools for the battle ahead.



Be sure to talk to everyone you meet just in case they give you a vital piece of info that's otherwise lost.



Just like in real life, the job interview is a good source of information.



Each town has a community bulletinboard, and although they don't give you anything, you might find out a thing or two.

IF THE MOUNTAIN WON'T COME...

There's little the warriors can do apart from pay a visit to the old man, and no sooner have they set foot on the mountain, than the wise man appears. However, he won't help them until they make it to the summit



of the mountain without his help. Of course, this means more fighting. The enemies are much tougher now and include huge trolls that have the ability to shrink enemies into tiny versions of their old selves.

HELP US O WISE MAN

Right. So the warriors have made it to the top of the hill. Fortunately, the wise man was true to his word, and is indeed waiting at the top of the hill. However, all he can offer them is his wisdom and a little story about the evil Ban. Apparently he was the apprentice of a sorcerer who was obsessed with creating a spell for eternal life. Unfortunately, the sorcerer died while still completing his quest, but Ban managed to take the potion, and is now almost immortal. Almost, that is. He can only be defeated by a band of twelve warriors and even then he still has many incarnations - in fact Jura is only the fifth incarnation of the evil sorcerer that lies behind the enormous destruction. And that's about all the wise man has to offer.





ENCHANTED, I'M SURE



This is Prince Aragon. He's depicted at the destruction of his country and waits to free his mother, the Queen.



Sore is the priest in the group and has great healing powers as well as strong magical abilities.



Vander may be an old man, but he's still one of the best archers in the land. He's also pretty handy in a fight.



Ramal is a tower of strength and is best used as a front man in a fight. Good both on the attack and defense.



Althea is another great archer and is also blessed with powerful magical abilities.



Kufodon and Kufu (and placeholder) used to be work for Ram, but they decided that he was far too evil.

ON THE ROAD AGAIN

The warriors must now enter a final quest to find five more members for their clan. Unfortunately, they won't be very easy to locate—they're scattered across five different towns, all of which are overrun by Ram's troops. Which way will they turn? Which town should they visit first? What treasures will they encounter on the way? Well, we're not going to tell you—you can find that out if you buy the game. However we can tell you whether it's worth buying or not, and to uncover this spooky mystery, turn to page 84 where we review the game.

In front of Queen's Castle
(East) Koryam
(West) Dragon's Kingdom
(South) Queen's Castle



FIGHT!

An essential part of all RPGs, fighting takes up lot of the game time in Mystaria. In fact, if you want to do anything at all, the chances are that you'll have to have a bit of a fight about it. But fighting in RPGs isn't like fighting in other types of games. It's more like those Dungeons and Dragons affairs where you plan your moves in advance, take action with spells, swords and lightning strikes, then watch the enemy take the damage. As fighting does take up so much of your time in Mystaria, it's worth noting that the best way to go about having a battle is to attack first rather than defend, as some of the enemies really are quite hard. Use your magic spells where possible (Prince Aragon has the most ability) and make sure the hardest people stand at the front.



This shows the range of the order's bow. At the moment, he can only fire a straight line, although there's some more techniques to learn later on.



The attack ignores the enemy's shield, so they are unable to move or attack.



MYSTARIA IS REVIEWED ON PAGE 84

As you can see, this Priest is very powerful, so it's best not to let the enemy get into an attacking situation.



The priest of the Green Knights. He is gifted with the ability to use "Dragon Master" - a very useful and powerful ally.



Dragon Castle
Enter ?
Do not enter ?



showcase

Hey! Let's be careful out there...

So, you bought Virtua Cop on the day it came out, eh? Bet you haven't bothered to play it properly yet though—right through from beginning to end, that is. Ha! You probably thought that it only had three levels and nothing else! What are you, stupid or something? This is an AM2 game buddy, and as anyone with any gaming knowledge knows, there's more to their games than meets the eye. So, without further ado, let us guide you through its secrets as only we can.

BE GOOD AT GAMES!

Yes. This may be a shock to some of you, but to actually access any of these cheats you'll need to be good at games. More specifically, you'll have to play the game from the beginning right through to the end with out being totally annihilated (if you manage to defeat the final boss [he'll come back twice] you'll be allowed to access a whole new world of gaming). Now, we admit this is quite a difficult task to master, but it's worth it in the end, because you'll get to play... **RANKING MODE!**

After you've completed the game, you'll be treated to this brilliant end sequence.

It's actually kind of boring! Despite this, there's actually hidden in the screen, and you can access it by the best of all.



BRAND SPANKING NEW RANKING MODE BONANZA!

Just like in Virtua Fighter, Cop also has its very own ranking mode! Once you've completed the game in everyday mode, ranking mode will appear on the options screen. Access this, then choose any of the three levels to play. You'll now play a standard game (unless you have minor mode turned on), except you'll only get one credit and five lives. The aim here is to get through as much of the game as possible with just the one credit. Once all your lives have been used, the game over screen will appear, then after it, a ranking mode screen will pop up. This gives you all the vital information you'll ever want to know about your performance such as response time, number of shots fired, number of hits and bullets, your overall score, accuracy, percentage of game complete—the whole caboodle. You'll also receive a ranking number and have the opportunity to enter yourself into the ranking hall of fame.

NAME	SCORE
1. JAMES (100%)	17000
2. JAMES (100%)	16000
3. JAMES (100%)	15000
4. JAMES (100%)	14000
5. JAMES (100%)	13000
6. JAMES (100%)	12000
7. JAMES (100%)	11000
8. JAMES (100%)	10000
9. JAMES (100%)	9000
10. JAMES (100%)	8000



PLUS! IT'S A WHOLE NEW EXPERIENCE IN MIRROR MODE!

Yep, as you'll expect, Mirror Mode gives you an almost completely new game to play. If you access this mode, you'll get to play either of the three original levels, although this time they'll be back to front. Obviously this doesn't mean that you begin the level fighting the boss, instead enemies that once came from the right hand side of the screen now come from the left, making for an ultimately strange game, until you get used to it, that is. Even the writing on the crates appears back to front! The mirror mode has become something of an AMV trademark (in fact it's an AMV trademark too), so this secret game mode was only to be expected, but unlike other titles, the mirror mode here really does make for a whole new game!

showtime



VIRTUA COP

AND ALL THIS TOO!

That's not all there is either. If you play up all the way through and finish it, you'll also be treated to AN EXTRA RANGE OF LEVELS!

Simply a field of nine difficulty levels to choose from (and, incidentally, from very easy to very hard). And of course, several others in between. The game itself plays out in the same way - a constant stream of difficulty level is selected, but the higher the difficulty, the more enemies you'll get to shoot and the more weapons you'll get to use. And, of course, the more enemies you'll get to shoot and the more weapons you'll get to use. And, of course, the more enemies you'll get to shoot and the more weapons you'll get to use.

CHANGE YOUR CREDIT RATING!

It'll also have the chance to fiddle around with the amount of credits you'll receive too - making the game as easy or as difficult as you like. You can select up to nine credits, and save them for each credit. That's also the chance to select free play - in other words, simply highlight it on this option screen.

CONSULT THE BOOKS!

After playing any level in the game as a sidekick, a report will be shown as well as the usual game screen. This "bookkeeping" option gives you loads of info on your gameplaying including how many games you've played in total, how many times you've completed the game, how long it took, average number of points - just like you'd find in a lot of arcade games.

SELECT YOUR WEAPON!

Finally, there's also the option to change your weapon, so any of the guns featured within the game. At the time of writing, we haven't yet figured out how to select this option, but suspect that it will become available after completing the whole game in mirror mode. And on completing that, there may be even more cheats to discover...

Virtua Fighter 2

players

GUIDE

As we write, *Virtua Fighter 2* remains the most played Saturn game in the office and with over 2,000 different moves, you can be assured that we'll be at it months from now - as you lot will be when you go out and purchase this AV2 classic. This ten page feature reveals

just about all of the moves and techniques in VF2, along with some basic techniques for each character. Naturally, **RICHARD LEARNBETTER** is your guide.



AKIRA YUKI

In the first *Virtua Fighter*, Akira Yuki specialised in close-quarters combat and was one of the most stylised characters in the game. Unlike the combo-orientated characters you really had to know what you were doing in order to succeed in VF2. Akira is slightly more user friendly, although to get the most out of him you really need to successfully master the arts of flowing from throw to attack. His best throws to learn are the ones that end up with Akira behind his opponent - these leave his foes open to extremely damaging combinations. His counters are the most difficult to learn, but once you know how to use them, playing Akira is a fairly different experience. Watch the CPU player in Expert Mode for some tips.

SPECIAL MOVES

P+P Punch and body blow (30+30) • P+K Punch kick combo (30+30) • for, for+K [K] Jumping kick (5) (30+30) • for, for+P Dashing elbow strike (30 40) • DOWN, for+P Dashing palm strike (30 60) • DOWN, back, for+P Double palm strike (30 70) • for+P Elbow strike (30) • back, for, for+P+K Dashing body check (30 30) • down/for down/for+P Power uppercut (30) • down/for+P Punch 4 ft opponent on the ground (30) • K+D D while holding K, knee (30) •

COUNTERATTACKS

D back+P Counters high level attacks (30) • D back/down+P Counters mid level attacks (30) • D down+P Counters low level attacks (30) •

TIPS

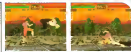
P+D Trip and a punches (30+30+30) • All Still Palm (30) • All back down/for+P+K back/P Shun jiken of Doem (30+30+30) • back/down+P+D Surprise exchange for+P+D Bink stance • back+P+D Shake em up • down+P+D Shake em up harder • for back, for+P+K Close in rim (30+30+30) • back/down, for+P Pull in push out (30) • back/down, for+P+K Backwards uppercut (30) • back, down+P+D Stumbling throw (30) •





playable characters

PAI CHAN



PAI CHAN

Playing as Pai remains much the same as in Virtua Fighter 1: she excels in turning an opponent's attack against them thanks to some very user friendly countering techniques. The best way to win with Pai is still to exploit an enemy's weakness and then use her superior skills and combo floated techniques to their full extent. Also worth checking out are her throws - although these are nowhere near as damaging as Jeffry's Wolf's or even Akuma's, combined with speed they make her an especially annoying character. In Pai's new moves are mostly concerned with tightening up her techniques from VF1 - everything that she did well in the first game she does far better in the sequel. Her combos are now more versatile and although her counters remain simple to execute they are now able to be used in even more situations.

SPECIAL MOVES

P P [P] Running punches (30+10+10) • P K Punch and heel kick (30+30) • P K+D Punch and crescent (30+30+40) • P DOWN+K+D Punch and sweep (30+30+40) • P P K 2 punches and heel kick (30+10+30) • P P P K 3 punches and crescent (30+10+24+30) • P P P back K 2 punches and back ward kick flip (30+10+12+20) • P P R DOWN+K 3 punches and sweep (30+10+12+40) • Backdown+P [P] Dodging punch (rising punches) (30+10+12) • Backdown+P K Dodging punch kick combo (30+30) • Backdown+P K+D Dodging punch and crescent (30+30+40) • Backdown+P DOWN+K+D Dodging punch and sweep (30+30+40) • Backdown+P P K Dodging punch punch and straight kick (30+10+30) • Backdown+P P P K Dodging punch 2 punches and crescent (30+10+12+30) • Backdown+P P back K Dodging punch 2 punches and backward kick flip (30+10+12+30) • Backdown+P P P DOWN+K Dodge and punch, a punches and sweep (30+10+10+30) • DOWN+release+K Rising heel kick (35+40) • D+K Crescent kick (25+45) • back+D+K Reverse crescent kick (30+40) • back+up+K Backward kick flip (30) • for+K High lunging leg thrust (30) • down+for+P Downward chop (30) • for+K Snap kick (30) • up+for+K [K] Jumping scissor kick (30+10) • back back+P Jabbing footwork (30) • down+for+P Punch falls opponent on the ground (30) •

COUNTER ATTACKS

back+P Grab and throw (30) Grabs high level punches and kicks • back/down+P Grab and throw (30) Grabs mid-level elbows and side kicks •

THROWS

P+D Waist twist (30) • for down+P Failing DOT (50) • back down+P+D Stomach throw (30) • for+P+K Reaping throw and punch (30+10) • back for+P Pushover (30) • for+All Cartwheel over low opponent (30) •



GUIDE

LAU CHAN

Of all the characters in the game, **Lu** has benefited from the lowest amount of new techniques. Of course this is all down to the fact that the character was immensely powerful in the first VFW his trademark combos are even more effective in the sequel because he is so adept at "floating" or "tutting" an opponent, that is hitting them into the air and then unleashing a combo on them whilst they are defenceless. The extra speed of VFW sees to it that all of the old combos can be adapted slightly to last longer and inflict more damaging hits. These adaptations can replace the enemy as you can see from the reveals list, he can begin his combos with a variety of different moves, each with a set range—some are more effective in close quarters others strike from long range.

SPYGLASS MOTIVALS

PP [P] Running punches (12+124) • P K Punch and heel kick (12+30) • P K=D Punch and crescent (12+20 40) • P D=DOWN+K=D Punch and sweep (12+20 40) • P P K 2 punches and straight kick (12+12+30) • P P K 3 punches and crescent (12+12+12+30) • P P K back 3 punches and backward kick (12+12+12+30) • P P R D=DOWN+K 3 punches and sweep (12+12+12+40)

CHANGES ATTACHED

[illegible]

Keywords: *workplace spirituality, organizational commitment, organizational trust, organizational identification, organizational citizenship behaviors*

FeD Waterwheel drop (40) • back+P Piggyback drop (y0) • back for+P Head slam (60) • back, down+P+D Sideways throw (40) •



WOLF

Being a wrestler, Wolf is of course based towards throws. As you might expect, these can inflict a fairly large amount of damage and it's these techniques that you should be practicing to perfection. The extra speed of VF2 means that you really have to be a lot quicker in successfully executing these attacks. As you can see from the list, there are certainly plenty of these techniques to master - some of them are used on clenching opponents, but most of them can be used at just about any time. In what is something of a first, Wolf actually has a counter attack along the same lines as Pao in Virtua Fighter 1. If you can successfully master it, well done. Unfortunately, it only works against mid level kids, which doesn't exactly make it the number one most useful technique in Wolf's repertoire.

SPECIAL MOVES

P/P [P] Running punches (uppercut) (4x14+48) • P/P for+P Running punches with high elbow strike (14+14+48) • P/K Patch kick combo (14+30) • for+K Knee (30) • down/for+P Uppercut (30) • DOWN+OK+P Uppercut from low position (30) • for for+P Running clothesline (30) • back for+P Cackling shoulder ram (30+30) • back+P Backhand slap (30) • K+D Scissors kick (30) • back for+K+D Somersault heel smash (30) • for+K+D Roundhouse kick (38) • for for+K+D Flying knee attack (30) • up/for+K Drop kick (30) • for+P Body blow (30) • back+P+K Drop elbow (30) • for down+K Sliding attack (30) • DOWN for+P Two hand upward slap (30) • down/for+P Elbow drop on fallen opponent (30) • back/for+K Back body splash (30) •

COUNTER ATTACKS

back/down+P Grabbed kicks (30) •

THROWS

P+D Backbri suplex (30) • P+D German suplex (30) • for+P Body slam (30) • back SCI for+P Tavel and haul (30) • down/for down/for+P+K Chestbuster (30) • up/for+K+D Frankenstein (30) • back/down+P Double arm suplex (30) • down/for+K Tombstone (30) • down+P+D Tono take-down (30) • All variation german suplex (30) •





tips

Versus Fighter 2

players

GUIDE

JEFFRY



Both Jeffry and Wolf have been upgraded significantly since their debut in the original *Versus Fighter*. These thieves-based characters now have a lot more techniques at their disposal and also benefit from the extra speed even built in *Versus Fighter 2*. This doesn't just make them faster on their feet, what it means is that there is a lot more scope for floating, combos, which we could go into in more detail if we had about 200 pages spare. Jeffry's techniques are a lot more versatile than Wolf's, which means that the character is a lot more unpredictable - he's just got more intriguing attack moves. One aspect to both Wolf and Jeffry is the speed of their recovery both on the ground and after failed pounce moves. Jeffry in particular is quite tricky making it extremely difficult for him to get up when he's on the ground.

SPECIAL MOVES

P+P [P] Running punches [uppercut] (b+1+2+8) • P+K Punch kick combo (4+5) • down+P+K Dodging side jab (8) • down+for+P [P] Uppercut (4) (2+7+9) • DOWN+for+P Uppercut from low position (2) • down+K [P] The kick (hammer) (2+1+9) • down+K DOWN QCF for+All: toe kick of doom (1+4+10) • for+P Elbow spike (6) • for+P back+P Elbow hammer combo (9+1+9) • for+for+P [P] Dashing low elbow [uppercut] (1+4+9) • for+for+K Frontal foot thrust (4) • for+down+K Head axe (3) • for+K Knee (3) • back+for+P Drop elbow (3) • back, down+for+P Lunging drop elbow (3) • for+for+K Head butt (4) • back/down+for+P Throwing head butt (4) • All Thying butt attack (3) • down+for+K Foot stomp (3) •

TECHNIQUES

P+D Foreman's carry (6) • P+D Backbreaker (10) • for+P Power slam (3) • back+P+D Body press (6) • down+for down+for+P+K Crucifix piledriver (8) • back, for+for+K for+P+K for+P+K H Triple head butts (2+7+9+3) • back, for+for+All Backbreaker (7) • down+P Face grab AGA lion claw (5) • DOWN for+K Triple knee bash (1+1+10+10+3) • for+down+All Riverbombs (3) •



player GUIDE



KAGE-MARU

Of all the characters in Virtual Fighter 2, Kage is one of the most unpredictable. This is basically down to the enormous range of different moves and combinations that he has at his disposal; his repertoire. Although he has a large amount of combinations, this isn't really his best trait (he's frowned in this area by Lau Pui, Sarah and Jacky) as they're all a bit on the weak side. What he's good at is initiating attacks that totally surprise his foes - he has range attacks that hit on all three major levels - low, mid, and high. For any one not truly versed in the ways of Kage, this makes him an exceptionally difficult opponent to face off against. He's also got an all important counter attack similar in execution to Pars in VFI in terms of character enhancement and overall ability we rate him as a close second after Alex.

SPECIAL MOVES

• P/P: Running punches (10+10+10) • P/K: Punch kick combo (10+10)
• P/P/K: 2 punches and straight kick (10+10+10) • P/P/P/K: 3 punches and spinning mid kick (10+10+10+10) • P/P/P back+K: 3 punches and backward kick (10+10+10+10) • back/down+P/P/P: Dodging punch (1 running punches) (10+10+10) • back/down+P/K: Dodging punch and kick (10+10) • back/down+P/P/K: Dodging punch, punch and straight kick (10+10+10) • back/down+P/P/P/K: Dodging punch, punches and spinning mid kick (10+10+10+10) • back/down+P/P/P back+K: Dodging punch, 2 punches and backward kick (10+10+10+10)
• for+P: Elbow strike (10) • down+K+D: Heel kick (10) • DOWN for+K: Rising knee (10) • back/up+K: Backward kick (10) • back/up+K+D: Kick (10) • for+K: Back heel sweep (10+10) • for+K+D: Rolling flying kick (10) • for+K+D: Flying corkscrew kick (10) • back SCR for+K: Roll for wards and sweep (10+10) • back+K+D: Back thrust (10) • back QCR down+K: Sliding attack (10) • back for+P+K (10+10) Sliding shuto (back shuto) (10+10) • down+P+K (10+10) Sliding shikan ken (back shikan ken) (10+10) • DOWN for+P+K (10+10) Chopping shuto (sliding shuto) (10+10) • back back+K: Turning high back thrust (10) • back back+P: Turning downward chop (10) • back back+K+D: Turning toe side (10) • back back+P+D: Turning upward chop (10) • down+for+K: Heel smash on fallen opponent (10)

COUNTER ATTACKS

down+P: Grab incoming single fist/palm attacks (10)

THROWS

for+D: Hip throw AAA shoulder throw (10) • P+D: Rinsu takedown (10) • back+P: Ken foot toss (10) • back for+P: Reaping throw (10) • All: Taka throw (10)



GUIDE

SARAH BRYANT

In *Virbia Fighter*, Sarah Bryant was one of the most powerful fighters in the game. Part of it is an devastating when using one of her trademark combinations she was second only to Lau in terms of sheer speed and power. In terms of ranking, she's probably a bit lower but it's important not to underestimate her power. Thanks to the speed increase in WH she's now as fast as lightning and all of those annoying techniques from WH are either faster or refined. Also all the areas in which she was lacking in WH have been rectified, although her basic style remains the same. Sarah is now a lot more versatile and has a small range of power moves such as her K-D roundhouse. It is best to see how to fit her new moves and combinations and then work from the basic principles you know from WH.

SPECIAL MOVIES

[illegible]

THE

FeO: belly duplex (50) + FeO: Taro to bedown (50) + for for +
jumping clothesline AKA bulldog (40) +



JACKY BRYANT

Although Jacky Bryant has a fair range of new attacks in his repertoire (along with a far greater capacity for speed, he remains a pretty mechanical character, still living in the shadow of his psycho sister. His only really useful new technique is the Best Knuckle, which is so fast (and has such range) that it can often take its opponent by surprise. As new fighting techniques are supposed to be Jacky's match for Saito's Blazing Kick, are quite intriguing, but ultimately hopeless - and easily blocked.

It's a sad fact that the only way to compete against expert players with the other characters is to play a routine, mechanical, predictable game. Don't use anything big or clever because the chances are you'll end up as the loser. Stick to what you know works and go from there. Boring, but hey - it works!

SPECIAL MOVES

P P [P] Running punches [hook] (2+12+14) • P K Punch-kick combo (2+15) • for P K Neutral punch-kick combo (2+13) • P down K Punch and sweep (2+12+10) • P P K a punches and straight kick (2+12+10) • P P for P a punches elbow (2+12+10) • P P for P heel kick, 2 punches elbow heel kick (2+12+10) • P P for P back-up K 2 punches elbow backflip (2+12+10) • P P back P [K] 2 punches spinning backflip [sweep] (2+12+12+10) • D P P [P] Dodging punch running punches (2+12+14) • D P K Dodging punch kick combo (2+15) • D P down K Dodging punch and sweep (2+12+10) • D P P K Dodging punch punch straight kick (2+12+10) • D P P for P Dodging punch punch elbow (2+12+10) • D P P for P K Dodging punch punch elbow heel kick (2+12+10) • D P P for P back-up K Dodging punch punch elbow backflip (2+12+10) • D P P back P [K] Dodging punch punch spinning backflip [crescent] (2+12+12+10) • back P [P] Spinning backflip (2+12+10) • back P K Spinning backflip and crescent (2+12+10) • back P down K Spinning backflip and sweep (2+12+10) • back P back down P Spinning backflip and low spinning backflip (2+12+10) • for P Elbow strike (2) • for P K Elbow heel kick combo (2+10) • back down P low spinning backflip (2) • back down P K Low spinning backflip and sweep (2+12+10) • for K Knee (2) • back up K Kick P (2) • down K Toe kick (2) • for P K Punt kick (2) • down K + D Crouching side kick (2) • K K Kick heel kick (2+10) • down P for P Hook (2) • back K Side hook kick (2) • P K Best Knuckle (2) • down P K [K K K] Lightning kick (2+10+10+10) • back for K + D Spinning mid kick (2) • back back P Turning hook (2) • back back K Spin around half crescent (2) • down P for K Kick fallen opponent (2) •

THROWS

P+D Backward (2) • P+D Backward clothesline AKA faceplant (2) • for P+P Jumping clothesline AKA bulldog (2) • down down P for K K Toe kick side kick (2+12) • for back P K Trip and hammer (2) •





GUIDE



LION RAFALE

Lion is **extremely fast** - well up with Fal in terms of pure velocity and he's also **snail**. This latter attribute has both its good and bad points. Although it means that he's notoriously difficult to throw, it also means that he isn't particularly strong. Again, comparisons with Fal are evident, when considering his pure strength. What is so good about Lion is that he is **combo-friendly** - not in the old PPV K sense, but in actually stringing one technique into another. For example DOWN K into D+K brings a sweep into a flying roundhouse and can be followed by two sweeps (DOWN K K). What is also worth learning are his dodging attacks - basically these are any technique that begins with a D button. Fast on his feet and very very unpredictable, Lion is the first Newcomer that VFW veterans will feel at home with.

SPECIAL MOVES

P [P] [P] Punch, [Elbow thrust] [Backfist] (10+15) • P K Punch-kick combo (2+30) • For+P Elbow strike (15) • For+K Knee (30) • down/for+P [P] Uppercut, [downward sweep] (10+20) • DOWN FGB+P [P] Low forward creeping peek (1) (2+10) • back/down+P [P] Low threatening peek (1) (2+10) • for for+P Long range fist thrust (20) • for for+K+D Spin forward and kick high (12) • down/for+K+D Spin forward and kick low (12) • back+P Poke head from above (30) • for+P+D Poke head directly (30) • P+D Short range low wind up attack (15) • down/for+P+D Long range low wind up attack (18) • DOWN+K+D Sweep (12) • UP+K [K] Dancing kick (1) (25+30) • down down+K One handstand kick (12+22) • UP/for+K Cartwheel spin kick (20) • up/for+P Jumping downward swipe (30) • back/up+P Backward jumping downward swipe (30) • up+P Swinging arms (10) • down+K [K] Low sweep kick (1) (10+12) • down+K K+D Low sweep kick high spin kick (10+10) • back back+K Turn kick (30) • back back+P Turn punch (12) • back back+K Turn with side kick (12) • D for+P High spinning side attack (20) • D down/for+P Spin to the side with low trip (12) • back/down+D Ducks and steps away sideways • for/down+D Ducks and closes in •

THROWS

P+D Trip (10+15+25) • P+D Piggyback attack (10+12) • back+P+K Reaching throw (30+100) • for for+P+D Grab and Ring (30+20) • for SCB back+P+D Frontal piggyback attack (10+15+15+30) •



ISSUE 2 HAS ARRIVED

MAXIMUM



Review Index

Here we go again and leading the reviews from the front comes the long awaited Sega Rally. Due out in January it's the perfect way to herald in the new year. Plenty of other stuff under judgment too. Will Time Warner find themselves found guilty of a duff conversion of Virtua Racing? Is the Amiga classic, Worms, innocent of cashing in on its cult status? What exactly are facts regarding the much touted RPG Mystaria?...Well? Turn the page! The suspense is killing me!

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OFF-WORLD INTERCEPTOR	90





review

BY	SEGA
PRICE	£49.99
STYLE	RACING
RELEASE	JANUARY

We all liked Daytona. Go on, admit it, even those of you who wrote in to say how disappointed you were with it. Still, I thought it was a brilliant game. You were just a bit miffed that the graphics weren't arcade perfect and as a result nervous that the Saturn would lose out to its rival in the technical accomplishment stakes. Well, I saw that thought, you little misers, because here comes the new racer around the block.

As a game, Rally might not have the immediate appeal of Daytona with its herds of opposing drivers, pinsty courses and bodysuit defying gameplay, but it's a deeper challenge and a more absorbing driving sim. As a conversion, Rally beats the riggola out of Daytona, with far sharper graphics, more detail, faster scrolling and much less clipping trauma. But hey, let's not rush ahead of ourselves here. Let's take time to explore the game of Rally and what it means to you. Johnny (or Johnny) Saturn owner.

Everyone likes Rally because of its pseudo realism. But what there's enough drag, slide action and difficulty wrestling with the controls to convince you the programmers know what it's like to drive a rally car there's never so much realism that you'd have to know how to drive one yourself to play the game. Basically the AA research team has clocked how a car behaves in the hands of an expert with millions of years of driving ability and made it possible for even those who haven't passed their Cycling Proficiency Test to replicate this. Not spinning over and dying is a horrible crash when you hit the sides of the road helps a bit too.

Of course, with a racing game the feel is half the battle. Once you've got the car handling in a plausible manner it's pretty hard to screw up the rest of the procedure. And of course AA's little emi have no intention of screwing up. As a result the indie playability is complemented by a succession of testing tracks populated by mean opponents. Of course, three tracks don't seem that much outside of an arcade, especially as most players should easily clock the game after a day or so. But that isn't the whole point. You're supposed to want to finish in first place so you can access the fourth secret track. Then you're supposed to want to finish that track to get the secret car. And if Sega's hints at still more hidden secret hidden stuff are right the ingenuity should be there to beat that one too. It's like Virtua Cop. Is that it doesn't require a superhuman effort to see the



Sega Rally is the first of the fastest Big Three to see the light of European dawn. So go for a power drive or just plain drive it.



Looker's lovely, it's the two-player mode. It's a good idea, brilliantly implemented, especially enhanced as it is by the whole rack of two-up options. Most starts and new rules and all sorts come into play, and you can even play in a custom car should you so desire. And it's one. The graphics are dead dead good. Though split-screen games are the only time any slipping is really noticeable. But don't worry about it.

and but, it does take considerable skill and patience to do it properly and is a marker which would regains your friends.

Fortunately for everyone concerned, Sega Rally delivers enough headline fun type stuff to keep you bound to the joyride! Plus, of course, there's the ground breaking split screen two player mode. You can still hear the echoes of AA's collective cry of "Look! We'll show them! We'll show them all! Allright, clipping does enter the arena when playing two up, but it's still a marvel for which Sega deserve a well earned applause. And of course, it extends the longevity of game appeal exponentially. Plus it's guaranteed to ensure a steady stream of friendly syllabisms and attractive members of the opposite sex found to your house to play against you (tip - let the attractive ones win). Basically Sega Rally Championship is one of the best games you'll play all year. Meaning 1995. It's totally and utterly sweet. Beyond The Saturn is ascendant.



RAD AUTOMATIC



BY	SEGA
PRICE	\$79.95
STYLE	RACING
RELEASE	JANUARY

Given the dismal results of Time Warner's *Wriston* Racing concert attempt, the Satans has a gap in its niche window flagpole thing for a decent racing game. Not any old racing game obviously, because it's already got *Daytona* (which is *bad*) and now *Rally* (which is even better). But a racing game based on real Formula 1 racing, with few cars that go at a million miles an hour and need their tyres changing every few minutes. We'll hold your horses, powers.

because Live Information is on the way

There's nothing especially ground breaking about the format for Live Information. It's a race along the lines of the oniky Super Monaco GP on Megawave, but with two (or/ery) news - cockpit and third person behind-the-car depending upon your lust for realism as desire for millisecond snip ping concerning. What makes it different from most of its predecessors is the fact it's hosted from the mobile phone console of the

little digitised pictures of their pretty faces when you're selecting them. And the courses on offer are real ones too, apparently, but having never driven around a female's race course in my life (apart from walking dog lags and no one for charity when I was a foolish young person) I couldn't verify that as the truth.

A variation on the hot tarmac awaits you, donning the persona of your chosen driver like the kind of skin mask old Ed Gein (by the way, he's a serial killer) wore around the house. Although you don't have to talk to yourself in their voice like he did. Anyway, the process is pretty simple. Select Automatic or Manual (a pretty mission for your automobile. The other drivers might laugh at you for selecting Automatic, but rather than have them laugh at you for not ever getting in the right gear at the right time until you get used to the controls and controls. Next, gear. Actually we've missed out a step there. Before you're allowed to fiddle with the front and rear wings, tire gap and fuel level (which affects the weight of the car and thus its top speed) you can have a race

Facing is very simple. Accelerate, brake and steer with two buttons and the D pad (in that order). Press another button to flick on the "live camera" window in the top right of the screen, which gives you a variety of TV camera views of you and your

opponents' efforts. Press other buttons], and R (completing) to switch gears if you're in a Manual mode. And that's it. Apart from pit stops, obviously you'll need these to re-fuel (if you're on a lengthy track – eight laps is a long time!) and replace your tires as they get knackered. Actually don't bother replacing your tires, because once they're worn down you get to pull off some awesome power slides which actually make some awesome cars of a little slower.

But this isn't *It*. And age – there's the rub, as Shakespeare might have put it – we're not talented enough to make it as a playwright and were instead employed as a games reviewer over two hundred years after his death. The rub is that there's nothing really to the game other than an incentive to complete every track in first place (which opens up a Extra Hard mode). The Champion mode doesn't really follow in the campaign, like you would expect it to. It's all about breaking halves of seconds off lap times. All very well, if you're into that sort of obsession, but with material like the stunning Sega Rally and Daytona already on the market, it's hard to see where a not-to-impress Super Monaco clone fits in. If you're a totally and/or race fanatic this is admittedly your cup of oil, but for most it's a bit too hardcore.

[illegible]

F1 Live



The first two groups were made up of 10 young women, and they were told that the other was slimmer and as a result was better able to lose weight.

Using a lot of this around the house is often better than
 living down, even if it means you lose a lot of acceleration when
 you straighten up. Oh, so this wouldn't work in real life but hey!
 This is an A to Z so take a few things!



Shimoda slips in Ferrari next year you know, 2000.



The little screen on the top right of the screen gives you a camera's eye view of the action as you race short who's in the lead, who you've got to overtake, whether there are any obstacles on the track and who's just gone up in flames and died.



More you'll see about the architecture of the famous Eliseo Museum.

Race as a **real-life race driver!** Pick Damon Hill! Then if you lose you're **just being realistic!** It's Formula 1 at its most **Saturnesque!**

Information



Here's a few more shots of cars racing. You'll notice of course the bridge to your left. This was built by the controversial post-modernist, Frank Gehry. He also designed the excellent Porto Leo.

A pretty fine racer that should appeal to most, what with its genuine racing stars and easy going control method. It is ideal for race connoisseurs with a perfection complex.



graphics	81
sound	85
playability	80
costability	81

overall

80%



review

BY	ACCLAIM
PRICE	1799
STYLE	SHOOTING BATTLE
RELEASE	DECEMBER

Galactic Attack

Killing aliens has always been fun. Galactic Attack is all about **killing aliens**. In fact, it allows you to **kill** as many **aliens** as you want. **Kill** them all!



Galactic Attack comes with a ready supply of enemies that appear midway through a level or at the end. Or in between.



Enjoy all the wonders of space as you travel into space through the galaxy like a curious child, killing whatever

Shoot 'em ups have come a long way since the dark days of the late 1970s when up-the-screen classics like *Dragon Spirit* and *Thunderforce* flew the flag for the format. These days tractor-mapped polygons, three-dimensional gameplay and more imaginative game design have redefined the genre and established a new niche in the affections of gamers. And no other game is more representative of this advance in play technology than *Galactic Attack*.

Not that you'll find *Galactic Attack* is in fact a great top backwards in game design, adhering to tried and trusted (five years ago) structural mores. But that's not to say it's a bad game. Oh no, it just looks a bit old. In fact, we'll tell you exactly what it looks like. It's member of the Franchise CD1. It was the first game that came out for the machine. You know the one which looked like a normal horizontal blaster, but had a giant robot spider-creatures with rotating limbs and things because rotation was the new clever effect on the block. And while it was alright to play it got completely hammered because everyone expected it to be a total revolution in gaming. Well that's what *Galactic Attack* is like, a bit.

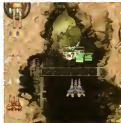
What we mean is that it's a playable vertically scrolling game with lots going on, no slow down, plenty of imaginative enemies and a difficulty level bordering on the severe. But it's not going to tell any Saturns in fact, it's probably not going to tell many *Galactic Attacks*. Not because it's a crap game, but because it doesn't look like you'd expect a Saturn game

to look, despite all the lovely special effects on offer.

There is a slight redemptive element in Layer Section's angularly gamert. This arrives in the form of a special horizontal play function. This doesn't as you may expect, switch the viewpoint from top down to side on. What it means redesigning all the sprites and effectively programming the game twice! What it does do is run the normal vertical scrolling levels along the screen. This means you have to put your left on its side - perhaps not easy with a joypadless model - for an extended view/playfield on the vertical margins, with borders running up the sides of the screen to keep the horizontal dimension the same. This might seem a bit pointless but in fact it's designed to replicate inside manors which are normally taller (ie sideways) in this kind of game cabinet. Wow! An arcade experience in your own home!

If you're in the market for a fast action game in the old school manner this should satisfy your lust. It's got plenty of big guns, it's fast paced and you're guaranteed a sore thumb by the time you've completed it. But if you're looking for something a bit more 'well'... Well, you might be best off investing your funds elsewhere. Trouble is that the Saturn is sorely lacking in the field of shoot 'em ups. In fact apart from *Virtua Cop* and *Panzer Dragon*, the field of shoot 'em ups is lying pretty flat. Hopefully Sega will look at rectifying this situation in the New Year. Until then it's a journey down memory lane.

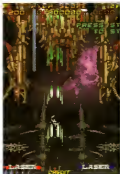
RADON AUTOMATIC



The great warlord, Terkot Guppis, and his army of radioactive water fish have nothing whatsoever to do with Galactic Attack. Neither does Frank Peltis, ruler of the vagabonds.



Given the player effort in one of the many joys as offer than Galactic Attack. Another is turning just TV sideways.



Not bad, but not brilliant. Galactic Attack looks dated compared to its contemporaries, but it's no real slouch in the game-play department.

graphics	61
sound	78
playability	80
longevity	81

overall

79%



review

GP	SEGA
PRICE	£39.99
STYLE	RPG
RELEASE	JANUARY '96

If looking after a bunch of **young warriors** as they tumble through their everyday challenges rings your bell, then **Mystaria**, Sega's first real attempt to break into **the RPG world**, could be just the thing for you. But then again...

RPGs are a funny old barrel of fish. For a start, you'll either absolutely love 'em, or, alternatively, the more right of them will have you reaching for the sick bag. And, to be honest, they've never quite made it in to the gaming history books. At least, not in this country anyway. They're pretty popular in Japan though, where two or three of them are released most months to a begging-for-it public. The reason for their popularity is a bit beyond us really - apart from the odd one or two titles, the range of goods on offer is a bit poor - the games mostly consist of reams of boring 'mythical' text, a bit of fighting, and well, not a lot else. But there, there have been a few outliers which have enjoyed success in this country too - probably the best example so far is the *Shining Force* series on the Megadrive which was the heart of many a UK games, proving that RPGs can offer some form of

long-term gaming satisfaction

Incidentally, Sega have already had a stab at bringing the RPG to the Saturn, although it wasn't very successful. At all. In fact, *Virtual Hydlide* was a bit of a mockery being both disjointed and almost unplayable. And although it tried its hardest to be a 3D wander about, the screen update was absolutely appalling resulting in a decidedly yucky adventure.

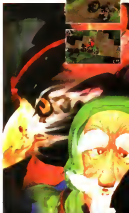
But hey lets put all that behind us shall we? After all, Sega have a brand new adventure on the way and it's not like *Virtual Hydlide* at all. At ALL. Actually *Mystaria* harks back to the days of the old

Shining Force games if anything - being more of a straightforward quest than finding your way through dastardly mazes. This was released a couple of months back in Japan under the guise of *Lightlord Saga*, and although it was criticised a bit, it has enjoyed surprising popularity. The story is as predictable as RPGs ever were - the kingdom has been taken over by an evil force and will be evermore plunged into darkness until someone decides to do something about it. And naturally, that means you and your band of merry travellers each of whom is equipped with a special gift such as being an expert archer or having the ability to conjure up magical spells out of thin air.

Unfortunately though you don't get to know your characters very well. Most of the game is spent in time consuming battles where your posse attempt to break free from forests, dungeons, castles - you know the sort of thing. Which is all well and good - after all this is an RPG and that's essentially what RPGs are all about. But, it's always nice to have a bit of story to indulge in too and sadly this is where *Mystaria* falls a bit flat. There's hardly any story at all and when there is, it only merely acts as a prelude to more fighting. What made the *Shining Force* series on the Megadrive so great is that it gave you a really good plot to get into and the story helped break up the sometimes monotonous fighting.

There's no doubt that RPG trials will love this, as it provides plenty of the strategic action that made games like this successful in the first place. However, people who are merely looking for something to complement the usual array of frenetic poppad pounding may find it slightly tedious and even a bit dull.

SAM HICKMAN



In *Mystaria*, you begin with just a few characters in your posse, and as you gain experience, more people join your gang. Which obviously makes you fight harder than before.





Mystaria

Mystaria has the sort of intro that you'd expect to see on the Saturn - a cartoony type story with Japanese style graphics and plenty of sword wielding. Play it's all there in a nutshell the idea of a machine though.

A nice enough title which unfortunately lacks storyline. Will appeal to hardcore RPG fans, although others may find it a bit dull.

graphics 80
sound 79
playability 72
lastability 62

overall

80%

Action is played out through this strategic battle mode, where you choose the destination and actions of your character.





BY	TEAM 17/OCEAN
PRICE	£44.99
STYLE	STRATEGY
RELEASE	OCTOBER

The story leading into Worms' arrival in the development world is the nearest equivalent the video games industry has to Cinderella. A few years ago, during one of the dull ICTS trade shows we endure twice a year, a guy strolled up to Team 17 and asked if they'd like to have a look at a game he'd been experimenting with. "Yes please," said Team 17, thinking along the lines of 'oh great, another passy graphical showcase with bigger all-possibility and less chance of coming out on time.' Instead, so impressed were the Wakefield-based developers that the game was signed on the spot, with a full-time contract offered

to the prodigious home programmer. After a name change, Worms was born.

Already something of a revelation on the Amiga and PC, Team 17's Saturn incarnation of Worms is a direct port of the PlayStation code. While Team 17 will be the first people to admit Worms is a bit of a Billy Joel in the looks department (it has playability other games could only dream of), the premise is simple: the player is given control of a team of four worms each of which has 100 hit points. These are then dropped into a randomly generated play area against up to three other squads. The action is viewed from the side and below the play area are a series of icons. These icons, and the second select on behind this panel, are your weapons of destruction. All that remains now is, by careful use of the homing missiles, mine ropes, and cluster grenades, to whittle away your enemy team's energy and eventually wipe them out. Simple.

However, where Worms scores its playability points is in the skill needed to effect this seemingly easy task. In addition to the weapon inventory at the bottom of the screen also plays host to a power bar. This, using an object as destructive as say a

grenade, isn't just a case of lobbing it and hoping. When it is one of your teams, go the worm in play is highlighted by a big red arrow. Using the D-pad to move him left and right (keeping an eye out for the mines which punctuate each stage), a victim must be selected and a small cross hair sight appears before the worms firelock. Using the up and down movements on the D-pad to raise or lower this, it is now time to select the grenade. All that remains now is to gauge the power needed to land the grenade at your intended victim's feet.

Granted, given even along these lines is some thing that will come with time, but Worms ensures complexity will never set in courtesy of the afore mentioned randomly generated landscapes. With mines, potholes, and water hazards (dare your pick) accompanying the seven different graphical themes this adds an element of risk to the proceedings, as does the random dropping of the worms — for example, if the CPU decides to drop a player's worm under an alcove, even the most adept homing missile user is going to find it hard to weed him out!

If there's one criticism to be levelled at Worms it's that the CPU players are a little too unorthodox. During a game they go from being extremely stupid and teleporting on to a mine, to picking off a player with pinpoint accuracy using a bazooka from the other side of the play area. However, in with all the best games, Worms is best experienced with a bunch of mates. As experience and skill grows, the game grows with you, throwing up challenges even a veteran Worms player will have to think about — including the addition of weapon drops when you need them most, or the sudden death mode where all players are reduced to one health point if the game goes on for too long. Basically, Worms is a game which grows with you — and you don't get many of those these days. Brilliant.

STEVE HERRETT



A worm falls victim to the dragon punch and is sent reeling in his death in a river of oil!



Bartholomew is fairly well protected here, but a homing missile will still cause him plenty of damage. An airstrike however would take out Rigo and Sooty too.



Do Worms go to heaven? No, they burn in hellfire!



A worm demonstrates the teleport. This is most useful when you've caught in an obscure corner and want to hole safety.



Yes, we know it **doesn't look** that smart. But are you ready to experience **THE single-most playable game in years?**

Worms



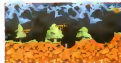
Who'd have thought worms would be food for worms?



There are a large bunch of worms here and three more prominently positioned between them. Cook a worm or to see and they're out of here!



Although weapons like an electric or fencing blade are very popular, a lot of scoring works wonders.



Quite simply the most playable game to hit the Saturn so far. By no means a rival to Virtua Fighter II's technical brilliance, but a game that will last you for years to come. A rarity.

graphics 78
sound 79
playability 94
longevity 93

overall

90%



review

BY	TIME WARNER
PRICE	£79.95
STYLE	RACING GAME
RELEASE	OCT. NOV.

Think of the word **"Virtua"** and you tend to associate it with **master programmers AM2** - but this particular Virtua game has **absolutely nothing to do with the geniuses behind Virtua Fighter** and its incredible sequel. The question is: can **Time Warner Interactive** bring the magic of the **coin-op classic** to the Saturn?

Well, in a word the answer has to be "no" - but don't worry, it's not really all that bad news.

Time Warner Interactive's *Virtua Racing* (to give it its full, rather grandiose title) is a victory of quantity over quality. All of the tracks from the arcade version are there, along with a gorgeous in-screen action (although two of those bear similarities to the two extra tracks in *3D VR Deluxe*) and there is a huge amount of options and game variations - not forgetting a choice of FIVE different cars.

It has to be said that these additions add a great deal to the game. Each of the cars handles very differently and at least two of the new courses add a great deal of challenge to the title. Best of all is the Grand Prix mode which allows you to progress through the different classes of vehicle, amassing championship points which you need to graduate from one competition to the next. It's clear that a great deal of time and effort has gone into creating a home product rather than a simple arcade conversion.

The thing is what I think what people are going to be after first and foremost is an arcade conversion. Although the likes of *Daytona* and *Sega Rally* have improved upon VR graphically, some people (not myself I must admit) believe that in terms of playability VR is the best. And even now the game is still well worth the occasional credit. As a conversion *Virtua VR* is frankly a disappointment. Come in the 3D frames a second update (which the Saturn can easily handle), along with most of the backside detail. The

all-important control method and spectacular crash as are present, but bear little resemblance to the arcade original. The attention to detail prevalent in AM2 conversions is also missing. Although the little touches in the coin-op are present - such as dislodging coconuts on crashing into a tree - basic polish is missing. Case in point: as you crash, spinning through the air the shadows underneath your wheels spin as well, as though they're super glued to the tyres. This all helps contribute to a slightly tatty appearance - a charge you couldn't level at the coin-op. Flat polygons it may have been, but *Virtua Racing* had a style all its own.

One year ago Sega's AM2 department converted *Daytona* to a Model One coin-op to Saturn almost perfectly - witness *Virtua Fighter*. Considering how close the new more technically advanced Virtua games are on the Saturn, there is absolutely no reason why 18 months on this couldn't have been a high-octane ideal call to the arcade machine. What we have here is a game that is mildly playable, but looks and plays for all the world like an enhanced version of *VR Deluxe* on the 3D.

My advice with regard to this title is subtlety obvious: hold your horses and purchase the new *Sega Rally Championship* as soon as it is humanly possible. It might not have the invariable depth of Time Warner Interactive's *VR Virtua Racing*, but that it's so far off, but in terms of fun, excitement and raw playability it makes VR look like the dinosaur it is.

RICHARD LEADBETTER



Delightfully when you start playing the VR car looks nothing like this.



The new track option gives you the chance to counter round checking out the looks.



This screen shot gives you some idea of the extent to which Time Warner have altered the game during conversion. The graphics aren't a patch on the arcade unfortunately.





TIME WARNER INTERACTIVE'S

VR Virtua Racing



Getting off to a flying start is all a matter of timing the engine perfectly to take for that green light.



This range of options is cunningly designed to look like the cockpit of a racing car! (Clever and so scary!)



There are a choice of cars to race in. Naturally they all vary as regards speed, acceleration and handling.



Racers regularly decide to stop half-way through a race for a quick cup of tea and a chat. Frank and Bill (above) are currently discussing the merits of each others go-karts.



This little beauty is the fastest car on the circuit. Only for those with a penchant for 4 Forward!



Always choose the practice option first to familiarise yourself with the track.



Not a very close conversion of an undisputed arcade classic, but VR is still a pretty playable road racer. The question is: who wants this with the awesome Sega Rally ready for release?

graphics	77	overall 77%
sound	62	
playability	78	
stability	77	



review

ON	CRYSTAL DYNAMICS
PRICE	£49.99
STYLE	RACING
RELEASE	OUT NOW



But buggies and air attacks aren't the only obstacles in the way of a fast ride. Each level also contains things like gun towers, in this case, huge purple pillars that clamp on anything that speeds too long missing about 10 to show

Crystal Dynamics have big plans for the Saturn. For now though they've only one release on the go and that's **Off-World Interceptor Extreme**. It's a **racing game**. It's a **shoot 'em up**. But is it any good?

Radical, awesome, bodacious, 'new abunga' — there was a time when all of these words ensured you a reputation for hanging with the homeboys so to speak. But now, to replace this rather gauche and linguistically unfathomable bunch of expressions, the dedicated follower of youth culture need use only one word: 'extreme'. That's right, if you too want to retitle the Nineties kid with attitude, just stick the word extreme. In these somewhere and when's your extreme uncle if it hasn't got the word extreme in it then it's obviously something stuffy and old fashioned like the 'Houses of Parliament' or 'beef stew extreme'. Unless you're eating 'beef stew extreme' that is.

Fortunately Off-World Interceptor managed to get the word extreme sucked in just at the end so it's pretty damn cool. At least, that's the way it looks until you start playing, at which point it soon becomes apparent that the only extreme the game play is likely to take you to are those of tedium and banality. To begin with it all looks quite interesting. According to the game's creators you are the 'Trailman' and it's sneaking a planet's surface with outlaw scam. What this means essentially is that you chase criminals across some of the strangest terrain in the galaxy on one of six buggies. This also incorporates shoot 'em up action which involves firing missiles, laying mines and even calling in an air strike. Remaining faithful to the racing genre, there's also the opportunity to customise your car by improving its engine, tyres, gyros, shields and boosters, and stacking it out with ammo. You don't get this for free of course. First you have to earn money by completing races in the fastest time possible. To get hold of a better car you've got to really save up the cash. Once you've completed three chases you come up against the boss which is a bee an bee race and shooting affair. If you defeat them then you earn a beauty reward. This all sounds decent enough doesn't it but don't be fooled: the gameplay is dire. The whole way the vehicle moves is totally unweird, it bounces about from sand dune to sand dune like a ping pong ball and leaves you feeling you've got no twatly little control over its movements. Even customising your buggy doesn't make any significant difference. Consistently the gameplay is bland and repetitive and even though the courses vary quite a lot, you come out feeling the changes are nothing but cosmetic. Even the snow levels and Ruthead style come into hills flat as its face protruding about as much comic value as dental tartar. Extreme? No not very.



But that highly charged electricity gives you're history!



The view from in the cockpit and an exploding buggy.





Off-World Interceptor

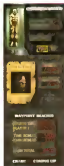
extreme



Off-World Interceptor features a special two-player battle game. Using a split screen each player has to hunt down the enemy pick-ups and begin an assault on his opponent. The little meter at the top left of the screen tells players exactly where their rival is. Two-player battle mode also tests your attack skills in readiness for the most intense chase game.



In two-player mode you can choose from six cars.



Ignore the child on board sticker!



The initial idea seems like a fairly decent one but as soon as you start playing, the mediocrity of this title makes itself quickly apparent.

Score	78
Sound	70
Playability	67
Textuality	62

overall

65%



Tips

VICTORY BOXING

One of the best features of Victory Boxing is that there's lots of server! characters. To get them you'll need to play the game through its Main Event mode and complete it as the top rank.

Though all of the characters look very different, they're fairly similar when it comes to fighting. They're all got top stars in every area, meaning that the fights between them can last a long time.

KIKI AND NANA

The dirty mother kangaroo with her single joey



YAMOTO MUTSU

A kick boxer who doesn't use his feet. But is still rock hard



As you play through the game, you'll learn some excellent combos from Snake the trainer. To save you the hassle of finding a pen and paper to write them down, here they are. The different styles are based on which head you choose for your character and for a left-handed fighter the directions should be reversed.

DETROIT STYLE

COMBO NAME

Combo 1

Combo 2

Combo 3

Tiger Swing

Slash Arc

PRESS

B, Right+B

B, C

Left, Right, B

Up, Down, C

Down, Up, B

OSCAR STYLE

COMBO NAME

Combo 1

Combo 2

Combo 3

Left Hook

Glide Burst

PRESS

B, Right+B

B, C

Left, Right, B

Up, Down, C

Down, Down, C

OPEN STYLE

COMBO NAME

Combo 1

Combo 2

Combo 3

Smash

Caricature

PRESS

B, Right+B

B, C

Left, Right, B

Down, Left, B+C

Up, Left, B

PHILADELPHIA STYLE

COMBO NAME

Combo 1

Combo 2

Combo 3

Combo 4

Burn Punch

PRESS

B, Right+B

B, C

Left, Right, B

Left, Right, C

Up, Down, B+C

PEEK-A-BOD STYLE

COMBO NAME

Combo 1

Combo 2

Combo 3

Sero Upper

Demopcy

PRESS

B, Right+B

B, C

Left, Right, B

Up, Up, B+C

Left, Right, C



m-DOT

The Dual-like alien characters from the fighter select screen



SNAKE

The one-eyed trainer and his bottle of grog





STREETFIGHTER THE MOVIE

As well as being able to play as Akuma, there's a great hidden music video in the game. All you need to do to get it is complete the game in 'Movie Battle' mode. Once you've beaten Bison twice (jump kids is the easiest way) the video will play. To see it at any other time, go to the 'Battle Select' screen then select the 'Back Up' option to get the screen with 'Video Clip' on it. Select this to get the video to the song 'Something There' performed by Chage and Aska. Watch it closely and you might spot some of the SF Movie characters, as well as the go-tarot's really bad running.



True to his word, Guile stayed in Shadaloo and helped guide the reconstruction of the city.



This is the video you're treated to when you complete Street Fighter the Movie. It doesn't have anything to do with Street Fighter (the film or the game) at such. But I suppose it is quite nice. If you like that sort of thing, too have, video and that. And it has some pop-culture too, which is always good for a laugh.



SHINOBI-X

To get eggs that look like the options screen and highlight the Shinkens option. Now hold the L and R buttons and press C, A, B. The number will change to 999, meaning that you've got loads to throw around when you start the game.

If you want to see all of the FMV in the game, watch the opening intro sequence and while it's running, press C, X, B, Y, A, Z. Start.





OUT NOW

GAME of the month

UP	SEGA
PRICE	£59.99 WITH GUN
PRICE	£49.99 WITHOUT
GRADE	★★★★★



Virtua Cop

Seeing as this is absolutely brilliant, it hardly needs an introduction – suffice to say if you own a Saturn you absolutely have to have this game. Converted from the smash-hit arcade title from AMI, this is faithful to the original in every

way, except that there's even more gameplay options for the Saturn version. Yes, in addition to the three shooting missions from the arcade version, there's a ranking mode, a minis mode and original mode (which is basically a randomised shooting alley that can be played in a one or two player game). This gives the title tons more playability than if it was a straight port of the coin op, although that in itself would warrant a purchase.

Naturally you'll need to buy an extra gun if you want to get the most from the game – playing it with a popgun can be a bit clumsy, but even if you buy the title as a standalone you still marvel at how perfect the conversion is that AMI have brought into your home. Everything is in there, from all the stylised cool suited let men to the huge swinging cranes and missile tracks which drive towards you at breakneck speed. Easily the best title of the month

and in a class of its own as far as current Saturn releases go.





out now



JVC Boxing



BY	JVC
PRICE	£19.99
RATING	★★★★

Boxing has never been a game that translates easily to the console, but JVC have managed to bring the finer points of the game to the Saturn in a more than adequate fashion. Beginning as a novice contender you'll have to fight your way up through the ranks, building yourself up into a hot, number one boxer. Although the game begins fairly slowly, with your boxer being particularly sluggish as you progress, the game becomes much faster and there's plenty more moves to discover. In fact, finishing the whole game will keep you occupied for a good few weeks. Then there's always the two player mode to conquer – infinitely more fun than a one player game, where ribbing abounds. What's especially good is that you can store a boxer, build them up and use them to paste any opponent. Not quite good enough to be a classic, simply as it takes so long to get into, but definitely worth a look – particularly if you're after a long lasting game.



BY	HEBERKE
PRICE	£19.99
RATING	★★

Hebereke's POPOITO



Hebereke has enjoyed plenty of success on the Super Nintendo, but unfortunately his first outing on the Saturn fails a bit flat. This is a real disappointment as not only are Hebereke games renowned for their high quality, the characters are completely wasted here too. And there's just one reason for this – the game swings from one extreme to another. Put it on easy mode and you'll complete it within an hour – set it to hard and you'll be lucky to complete the first stage. It's a shame really, because at first Hebereke seems as though it will be really good fun – the graphics are just as you'd expect and all the characters from the other games have been used too. But it hasn't been put together very well and the result is really disappointing, which is a shame – it could have been so good.



BY	SEGA
PRICE	£39.99
RATING	★★★

MANSION of Hidden Souls

Evenh While the concept of Mansion of Hidden Souls is in theory quite a nice idea, in reality it doesn't come together very well. The task at hand is to uncover the mystery behind the spooky house that no one dares enter (as if you just wander into people's houses at random anyway). There's many mysterious goings on to be discovered in there, plus a fair few really nice characters too. Which is all very well, as is the gameplay which focuses on discovering objects, then using them to open doors, set fire to rooms, give to people – you know the sort of thing. But it's the actual narration of the proceedings that makes this such a torture to play. Not only is the storyline deathly dull, but the graphics are fairly dated, and considering that the game barely does anything except show static screens, they're of fairly poor quality too. Still, if you're only interested in gameplay, this may be worth considering, but the adventure is so easy that you'll plough through it in next to no time.





out now



BY	CORE DESIGN
PRICE	£44.99
RATING	★★★★★

Firestorm

Core Design have become something of developmental guests in the last few years, and their debut effort on the Saturn harks back to their ground-breaking days of the Mega CD hit *Thunderhawk*. And it does this in more ways than one because *Firestorm* is basically a souped-up, fiddled-around-with update of the original *Thunderhawk*. Of course, it's almost unrecognisable now as the graphics are so much better and the missions have changed, although fans of the original *Thunderhawk* will recognise the gameplay immediately. This outshines Sega's import flight sim *Wing Arms* by miles and will bode well in any action/fantasy game collection. A joy to play and great to look at too.



BY	SEGA
PRICE	£39.99
RATING	★★★★

Golden AxE

Surely every gaming fan will recognise the name *Golden AxE* – it was one of the first titles ever to appear on the UK Megadrive, and damned good it was too. Hell, it was even fairly successful as a coin-op in its day. But ah, times have

changed, and with these changes comes this new version of *Golden AxE* developed as Sega's own Titan arcade board, which means that the Saturn version will be absolutely identical. For this all-new edition, the scrolling beat-em-up action has been discarded, and its been replaced by a one-on-one beat-em-up. Actually it's pretty good too – it may not have the graphical finesse of the Saturn's top titles, such as *Virtua Fighter*.

Fighter, but it plays really well, and it certainly has the ability to keep you coming back for more. Not one to buy if you're after the best fighting game on the market, but if you want something to complement *Virtua Fighter*, this could be it.



BY	SEGA
PRICE	£39.99
RATING	★★★

Cyber SPEEDWAY



Yes, it'll have to wait a while if you want to play *Wipac* or gear *Saturn*, but in the meantime there is *Cyber Speedway* – Sega's homegrown version of events. Select your car from a choice of six, then burn round a variety of lovely-looking tracks. Sounds great, doesn't it? And in its own little way it is quite nice. However, when you compare it to the likes of *Wipac* or even *Is Driven*, it begins to look a bit shoddy. Most of the tracks suffer from the old trees-out-of-northern-syndrome, and the cars don't have any feeling of weight or movement. The tracks are fairly boring too, and although they look nice, nothing of any real interest happens on them. At least this has a two-player mode though. One for racing die-hards only.



ALSO OUT NOW...

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VICTORY GOAL	£39.99	**
VIRTUA FIGHTER REMIX	£39.99	****
PEBBLE BEACH GOLF	£39.99	***

CD FILMS / MUSIC

To buy any of these titles, you'll need a video or card coding trap. See your retailer for more details.

SHALLOW GRAVE

BY	POLYGRAM	PRICE	£39.99	RATING	****
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Don't go to a horror, like *Shallow Grave*, which got different reviews critics a bit excited earlier this year, is the story of a dead flatmate and his suitcase full of money and drugs. And the living flatmates who decide to get rid of him in order to keep all the dough. It's easy to see why *Shallow Grave* could reach a plateau as it's top notch all round, from the script and acting through to the not unimpressive cinematography. Definitely well worth a butcher's, butcher's. I do believe I've made a funny.

BUN JONI - CROSSROADS

BY	POLYGRAM	PRICE	£29.99	RATING	**
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It's a comedy, written by a dead horse the riders. It's the best collected series of rock and roll made millions of pounds out of singing about how poor he is. But hey, as you're getting to be long-winded for that, superb and better on your belly, because some day surely it'll be Saturday night. Anyway, if you're a fan of *Mr. T* and *Mr. T* (see other articles) you might be interested in this collection of live sets and the like which actually isn't that bad. Apart from it all being for *Mr. T*.



WHEN HARRY MET SALLY

BY	POLYGRAM	PRICE	£29.99	RATING	***
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When Harry Met Sally isn't already topical, then all the talk might be interesting in the VCD release of *When Harry Met Sally*. It's the everyday story of two people who never think flapping covers by staying in a whole plot romantic comedy where the object is to avoid copping off for as long as possible. It was quite amusing in its day, although most people have since it about ten thousand times now. If you haven't, or if you really like it, or if you just want to be able to conveniently fast forward to the infamous restaurant argument... it's with your jipped, you'll probably like it.



ABBA GOLD

BY	POLYGRAM	PRICE	£39.99	RATING	*
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It's certainly quite fashionable to "see" Abba as an "comic" way back, it was a couple of years ago. And whilst they may have been the Swedish disco monarchy back in the Seventies, this was really before the age of music videos. So what you've got here is a bunch of - them - "classic" Abba tracks, but with lots of gilded bits of black film which don't exactly look wholly attractive. So even not Abba fans may be disappointed.

ABBA
GOLD



next Month

Out with the old and in with the new! In our New Year issue you can expect to see an in-depth feature on Panzer Dragoon II, plus appearances from The Legend of Thor and the results of our Daytona Time Attack competition! Not only this but there's reviews of Guardian Heroes and Toh Shin Den, and a line up of Saturn games for 1996.

And hey! Lots of other stuff too!



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Make it your New Year's resolution.



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Theme Park, the classic management game from Bullfrog, is now available for your Saturn, and it's better than ever. Complete with 19 other power freaks to build the world's best theme park, and make a packet of cash on the side. **Gasp!** As your customers defy death on 25 pain-wettingly cool rides, including the option to design 5 of your own. **Cackle!** As they spend vast sums of money in your 15 different shops and restaurants. **Laugh!** When they're violently sick as they try to eat a hamburger on the 360° rollercoaster. Hire a variety of people in silly costumes, then fire them just for the hell of it! Yep, it's japes aplenty in the world of the hurler, so why not come along for the ride?

park life!

"one of the most highly acclaimed games of all time" 90%

Sega Saturn Magazine



BULLFROG

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